



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

### Usage guidelines

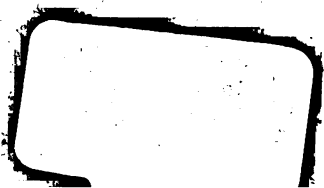
Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

### About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

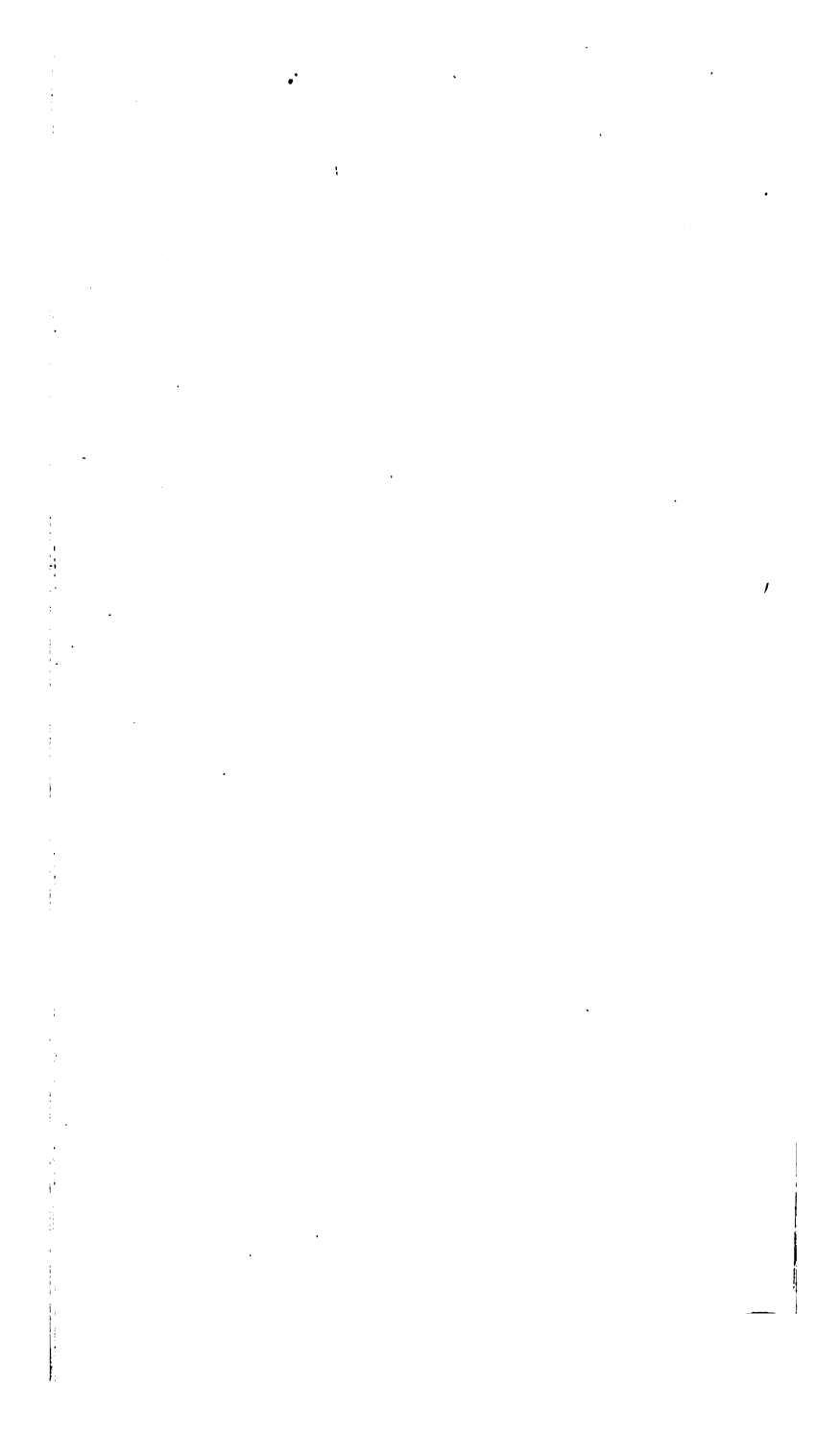


Easy

NEED









Chess.

AN  
EASY INTRODUCTION  
TO  
THE GAME OF CHESS.

( Easy )

NEW

---

**C. Baldwin, Printer,  
New Bridge-street, London.**

---

Have  
Shill. 1861.

Bound ed. not in H. L.  
9-1-27  
J. C.

AN  
EASY INTRODUCTION  
TO THE  
**GAME OF CHESS;**  
CONTAINING  
ONE HUNDRED EXAMPLES OF GAMES,  
AND A GREAT VARIETY OF  
CRITICAL SITUATIONS AND CONCLUSIONS;  
INCLUDING THE WHOLE OF  
**PHILIDOR'S ANALYSIS,**

*With copious Selections from Stamma, the Calabrois, &c.*

Arranged on a New Plan,

WITH INSTRUCTIONS FOR LEARNERS;

Rendering a complete Knowledge of that Scientific Game perfectly  
easy of Attainment.

TO WHICH ARE ADDED,

CAÏSSA: A POEM, BY SIR WILLIAM JONES,  
*THE MORALS OF CHESS BY DR. FRANKLIN;*

CHESS AND WHIST COMPARED;

(*Anecdotes respecting Chess and Chess-players, &c.*)

A NEW EDITION,

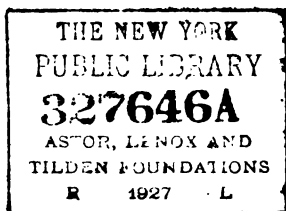
CAREFULLY REVISED.

LONDON:

PRINTED FOR BALDWIN, CRADOCK, AND JOY;  
LONGMAN, HURST, REES, ORME, AND BROWN; SHERWOOD, NEALEY,  
AND JONES; G. COWIE AND CO.; G. AND W. B. WHITTAKER; AND  
EDWARDS AND KNIBB.

1820.

U. H.



NEW YORK  
PUBLIC  
LIBRARY

# CONTENTS.

---

	PAGE
NAMES OF THE PIECES, AND DIRECTIONS FOR PLACING THEM.....	1
MOVES OF THE PIECES AND PAWNS.....	2
THE LAWS OF CHESS.....	5
VALUE AND POWER OF THE PIECES.....	6
RULES FOR PLAYING.....	7
Of Beginning the Game .....	7
Of Attacking.....	9
Of Capturing.....	11
Of Exchanging.....	14
Of Giving or Covering Check.....	15
Of the various Check-mates.....	16
Of Castling the King .....	17
Of Conclusions of Games .....	18
General Observations .....	20
ABBREVIATIONS AND MARKS USED .....	21
INTRODUCTORY GAMES .....	22—35
GAMES .....	36—137
1 to 3, Philidor's First Party	
4 to 7, Philidor's Second Party	
8 to 11, Philidor's Third Party	
11 to 14, Philidor's Fourth Party	
15 to 21, First Gambit	
22 to 27, Second Gambit	
28 to 31, Third Gambit	
32 to 36, Cunningham's Gambit	

## GAMES

- 37 to 43, Queen's Gambit  
 44 to 48, First Salvio Gambit  
 49 to 50, Second Salvio Gambit  
 51 to 55, Stamma's Knight's Gambit  
     56 Stamma's Bishop's Gambit  
 57 to 59, Stamma's Pawn's Gambit  
     60, Stamma's Three Pawns' Gambit  
 61 to 67, Philidor's First Regular Party  
     68, Philidor's Second Regular Party  
 69 to 72, Philidor's Third Regular Party  
 73 and 74, Philidor's Fourth Regular Party  
 75 and 76, Philidor's Fifth Regular Party  
     77 Philidor's Sixth Regular Party  
 78 to 82, Variations of preceding Games  
     83, Stamma's Bishop-Close Game  
     84, Stamma's Knight-Close Game  
 85 to 88, Games from the Calabrois  
     89, Fool's Mate  
     90, Scholar's Mate  
     91, Speedy Check-mate

92 to 100, Games played by Mr. Philidor blindfolded

CONCLUSIONS OF GAMES ..... PAGE 138—197

## DIFFICULT CHECK-MATES

- A Rook and a Bishop against a Rook ..... 138  
 A Knight and a Bishop ..... 142  
 A Rook and a Pawn against a Bishop ..... 143  
 A single Rook ..... 145  
 A Queen against a Rook and a Pawn ..... 146  
 A Rook and a Pawn against a Rook ..... 150  
 A Queen against a Pawn near making a Queen ..... 152  
 A single Pawn ..... 155  
 Two Pawns against one ..... 157 and 161  
 A Rook and a Pawn against a Rook and Two Pawns ..... 159  
 A Rook and a Pawn against a Rook and Three Pawns .... 161



# CONTENTS.

vii

	PAGE
Two Rooks against a Queen and Two Pawns.....	162
Two Rooks against one.....	163
A Knight against a Pawn.....	164
A Rook and Two Pawns against a Rook, a Knight, and a Pawn.....	164
<b>DRAWN GAMES.</b>	
A Rook and a Pawn against a Bishop .....	144
A Queen against a Rook and a Pawn.....	149
A Rook against a Rook and a Pawn.....	149
A Queen against a Queen and a Pawn.....	152
A Queen against a Pawn near making a Queen.....	153
A King and Pawn against a King.....	154
A Knight against an advanced Pawn.....	155
One Pawn against Two.....	156
Two separated against Two united Pawns.....	158
A Pawn against a Rook.....	162
CRITICAL SITUATIONS TO WIN GAMES.....	165—198
PHILIDOR'S LEGACY.....	198
VARIETIES OF CHESS.....	199
Carrera's Game.....	190
Arch Chess.....	199
Duke of Rutland's Game.....	200
The Round Game.....	200
Chaturaje, or the Four Kings. ....	201
German Military Game.....	202
The King and Pawns' Game.....	203
Chinese Games.....	204
Games of Calculation .....	205
Trick with the Knight.....	206
CAÏSSA, a Poem, by Sir William Jones.....	207
THE MORALS OF CHESS by Dr. Franklin.....	223
CHESS AND WHIST COMPARED.....	227
OBSERVATIONS ON CHESS, from various Authors.....	231
ANECDOTES RELATIVE TO CHESS AND CHESS-PLAYERS.....	234

	<b>PAGE</b>
<b>Tamerlane the Great.....</b>	<b>234</b>
<b>Al Amin, the Khalif of Bagdad.....</b>	<b>234</b>
<b>King Charles I. ....</b>	<b>234</b>
<b>King John.....</b>	<b>235</b>
<b>John Frederick, Elector of Saxony.....</b>	<b>235</b>
<b>Mehemed Balba.....</b>	<b>235</b>
<b>Ferrand, Count of Flanders.....</b>	<b>236</b>
<b>The Duke de Nivernois.....</b>	<b>236</b>
<b>Mr. Philidor.....</b>	<b>237</b>
<b>Mr. Cunningham.....</b>	<b>241</b>
<b>Colonel Stewart.....</b>	<b>243</b>
<b>Leonardo, of Cutri.....</b>	<b>243</b>
<b>Boi, the Syracusan.....</b>	<b>244</b>
<b>Prince Bathiani.....</b>	<b>244</b>
<b>The Two Persians.....</b>	<b>246</b>
<b>SOVEREIGNS commemorated as CHESS-PLAYERS.....</b>	<b>249</b>
<b>THE FAMOUS GAME OF CHESS-PLAY.....</b>	<b>250</b>

AN  
EASY INTRODUCTION  
TO  
THE GAME OF CHESS.

---

**T**HE Chess-Board, like that used at Draughts, contains sixty-four squares, alternately White and Black; the White corner-squares (1 and 64) must be at the right hand of each player.

There are Eight Pieces, viz. a King, a Queen, two Knights, two Bishops, and two Rooks, with eight Pawns, on each side; which are to be placed on the board thus:—

**WHITE.**

The King on 61; Queen on 60; Bishops on 59 and 62; Knights on 58 and 63; Rooks on 57 and 64; Pawns on 49, 50, 51, 52, 53, 54, 55, and 56.

**BLACK.**

The King on 5; Queen on 4; Bishops on 3 and 6; Knights on 2 and 7; Rooks on 1 and 8; Pawns on 9, 10, 11, 12, 13, 14, 15, and 16.

The Pieces on the King's side are called the King's Bishop (62 and 6); the King's Knight (63 and 7); and the King's Rook (64 and 8); and the Pawns on its side, the King's Pawn (53 and 13); the King's Bishop's Pawn (54 and 14); the King's Knight's Pawn (55 and 15); and the King's Rook's Pawn (56 and 16). Those on the Queen's side are called the Queen's Bishop (59 and 3);

the Queen's Knight (58 and 2); the Queen's Rook (57 and 1); and the Pawns on its side, the Queen's Pawn (52 and 12); the Queen's Bishop's Pawn (51 and 11); the Queen's Knight's Pawn (50 and 10); and the Queen's Rook's Pawn (49 and 9).

The KING can move but one square at a time (except in the case of *Castling*, which will be afterwards described): this may be either forwards or backwards, sideways or diagonally (*a*).

The QUEEN can move in all directions, the same as the King; but has the advantage of extending over any number of squares (*b*).

The ROOK moves either forwards, backwards, or sideways, extending over any number of squares (*c*).

The BISHOP moves diagonally over any number of squares (*d*).

The KNIGHT moves obliquely, from the square it stands on to that of a different colour two squares distant (*e*).

The PAWN moves only forward, one square at a time (except the first moves of any of the Pawns, when it is allowed to move two squares) and takes diagonally (*f*).

(*a*) *Example.* Place the King on 37, it could move to 28, 29, 30, 38, 46, 45, 44, or 36.

(*b*) *Example.* Place the Queen on 37, it could move to 5 or 61, 16 or 58, 40 or 33, 64 or 1, or to any of the intermediate squares in those directions, provided no other Piece interposes.

(*c*) *Example.* Place a Rook on 37, it could move to 5, or 61, 33, or 40, or to any of the intermediate squares in those directions, if no other Piece stops its progress.

(*d*) *Example.* Place a Bishop on 37, it could move to 16 or 58, 1 or 64; or place it on 36, it could move to 8 or 57, 9 or 63, or to any of the intermediate squares in those directions.

(*e*) *Example.* Place a Knight on 37, it could move to 20, 22, 31, 47, 54, 52, 43, or 27, passing over any Pieces which might stand on 29, 38, 45, or 36; or place it on 36, it could move to 19, 21, 30, 46, 53, 51, 42, or 26, passing over any Pieces which might stand on 28, 37, 44, or 35.

(*f*) *Example.* Place a White Pawn on 37 and a Black Pawn

When a Pawn has been pushed forward into the adversary's royal line, it may be exchanged for the Queen, or any other Piece *lost* in the preceding part of the game. As soon as a Pawn reaches any square on that line, it is to be taken off, and the Piece chosen placed on the square where it stood.

No Piece, except the Knight, can pass *over* any other Piece or Pawn.

The Pieces can take any of the Pieces or Pawns which stand in the line of their direction; and must be placed on the square where the Piece or Pawn stands that is taken (*g*). The Pawns, although they move forward, can only take the Pieces or Pawns which stand on the squares diagonally before them (*h*).

You are not obliged to take any Piece or Pawn which is in your power; but may decline it if you think proper.

The power of taking is reciprocal; so that any adverse Piece you can take with one of the same kind, may take you. The goodness of play, therefore, consists in having the greatest number of Pieces defending; so that in case of mutual exchanges, you may gain more than your adversary.

on 28, either of these Pawns could take the other. If the White Pawn takes the Black, it is placed upon 28, and afterwards moves forward; and *vice versa*, if the Black Pawn takes the White.

(*g*) *Example.* Place a White Queen on 60, and a Black Knight on 46, the Queen can take the Knight; in which case the Knight is taken off and the Queen placed on 46, where the Knight stood. If you place the Knight on 45, the Queen could not take it, but it could take the Queen; which being taken off, the Knight would be placed on 60, where the Queen stood; or place a White Rook on 61 and a Black Bishop on 13, the Rook can take the Bishop, and is to be placed on the square where the Bishop stands.

(*h*) *Example.* Place a White Pawn on 37, and a Black Rook on 29, a Black Bishop on 28, and a Black Knight on 30, the Pawn can take the Bishop or the Knight, but cannot take the Rook.

When your King is liable to be taken by one of your adversary's Pieces or Pawns (which is called *being upon Check*) you must either *take* the Piece or Pawn, *interpose* some of your Pieces or Pawns between it and that which attacks it, or *remove* your King into some other square where he is not liable to be taken. If you can do neither, you are **CHECKMATED**, and consequently lose the game; because the King, being inviolable, as soon as it is placed in that situation, the game is finished, although all the other Pieces and Pawns remain on the board.

The game may be lost in quite an opposite manner; because if you place your Pieces in such a situation near your adversary's King, as to prevent him moving it without making it liable to be taken, and he having no other Piece or Pawn which he can play, you lose the game. This is called a *Stale-Mate* (i).

Whenever the King is liable to be taken by any of his adversary's Pieces or Pawns, the player who attacks is to give him notice of his danger by the word *Check*; which, if he neglects to do, the other will not be bound to ward it off; but may play as if such check did not exist. If the attacking party, on his next move, gives notice of the *check*, each must then come back from his last move, as being false; and he that is under check is to take it off (k).

(i) *Example.* Place a Black King on 33 and Black Pawns on 30 and 39, a White King on 44, a White Bishop on 34, and White Pawns on 38 and 47; if the White King is moved to 35, the Black wins the game by a *Stale-mate*; because he cannot move his King to 25 or 41, on account of your Bishop; nor to 26, 34, or 42, on account of your King (it being necessary that the Kings should be one square distant from each other); neither can he move his Pawns, their progress being stopped by yours.

(k) The Queen being so valuable a Piece, many players give notice when it is liable to be taken, by the words *Check to the Queen*.

## THE LAWS OF CHESS.

1. If you touch a Piece or Pawn you must play it: but if it is displaced, or overturned by accident, you are allowed to restore it to its place.

2. After quitting hold of a Piece or Pawn, you cannot take it again to play it to another place; but so long as you keep hold of it, you are at liberty to play it where you please.

3. If you touch one of your adversary's Pieces or Pawns, he has a right to oblige you to take it, if in your power; if not, to move your King, if you can without putting it upon check.

4. If by mistake, or otherwise, you make a false move, your adversary may insist on your moving your King (as in article 3); but if he takes no notice of it until he has played his next move, neither of you can recal it; the position must remain as if it had been just.

5. If you touch a Piece or Pawn, which you cannot play without exposing your King to *Check*, you must then move your King; which if you cannot do, the fault is of no consequence.

6. If your adversary gives *Check* without warning, you are not bound to ward it off, and may consequently play as if such check did not exist; but if on his next move he warns you, each must then retract his last move, as being false, and you must remove your King off Check.

7. If your adversary warns you of a Check, without however giving it, and you in consequence touch or move either your King or any other Piece or Pawn, you are allowed to retract, provided your adversary has not completed his next move.

8. You cannot give Check to your adversary's King

with a Piece, which, by your so doing, would discover Check on your own King (a).

9. If you attempt to Castle your King when you have no right,—that is, after it, or the Rook with which you purpose castling it, has moved,—your adversary may insist on your moving either your King or that Rook.

10. After the first game, the players have the first move alternately. If the advantage of a Piece or Pawn is given, the player giving such advantage is entitled to the first move.

*The relative VALUE and POWER of the Pieces are as follow:*

KNIGHT.....	9½
BISHOP.....	9½
ROOK.....	15
QUEEN.....	23½

**KING.** The power of this Piece, as to attack or defence, is  $6\frac{1}{2}$ ; but, from the principle of the game, it is invaluable.

The POWER of the PAWN is 2, but its VALUE, from the chance it has of promotion, is estimated at  $3\frac{1}{4}$ , which increases, the nearer it approximates the adversary's royal line.

The knowledge of the above will enable you to ascertain the propriety of sometimes sacrificing two inferior Pieces for a superior one:—for instance, a Bishop and a Knight for a Queen: the joint value of the two former being 19, and that of the latter  $23\frac{1}{2}$ .

---

(a) *Example.* Place a White King on 53, White Queen on 19, a Black King on 22, and a Black Knight on 21: you cannot give Check to the White King, by moving the Knight to 36; because, by so doing, the Black King would be on check to the Queen.



## RULES FOR PLAYING.

*Although several of the following rules may appear superfluous to those who understand the Game of Chess, it is hoped that their insertion will be excused, they being intended principally for the instruction of learners.*

## OF BEGINNING THE GAME.

1. The Pawns should be moved out before the Pieces, and afterwards supported by them.

2. The game cannot be better opened than by playing the King's Pawn two squares: if it is attacked, the Queen's Pawn can be moved to support it.

3. The Pieces and Pawns should be played in such a manner as to guard each other; that, in case one should be taken, you may have another in readiness to retake the attacking Piece or Pawn.

4. The King's and Queen's Pawns, after the first moves, must not be inconsiderately pushed forward, before your adversary's King has *Castled*; otherwise he would *Castle* on the side where they are less strong, or less advanced.

5. Pawns on a front line, when properly supported, hinder very much your adversary's Pieces entering your game, or taking an advantageous post.

6. When you have two Pawns on a front line, neither of them must be pushed forward until your adversary proposes to exchange a pawn with you; then, instead of exchanging, push forward the attacked Pawn (a).

7. If possible, your Pawns should be disposed in such a manner, as to hinder your adversary's Knights from entering into your game.

8. When your Pawns are separated from the centre,

---

(a) *Example.* Place two White Pawns on 36 and 37, and two Black Pawns on 21 and 22: if the Black Pawn on 21 is moved to 29, the White Pawn on 36 should be pushed forward to 28.

endeavour to increase the number of those on the strongest side; and if you have two Pawns in the centre, endeavour to unite as many there as possible.

9. One or two Pawns too far advanced in the beginning of a game, unless well supported, may be reckoned as lost.

10. A Pawn pushed forward within your adversary's lines, if well supported, will often gain a Piece; but a Pawn separated from your other Pawns is seldom of any value.

11. Two Pawns, with an interval between (*a*), can be considered no better than one. Three Pawns in a direct line (*b*) cannot be in a worse situation.

12. Two Pawns in a direct line are not disadvantageous, when surrounded by three or four others. Three Pawns together are strong (*c*); but four that make a square (*d*), with the help of other Pieces well managed, may probably enable you to push forward a Pawn to Queen.

13. Your Pieces should not be played out early in the game; because you thereby lose moves, in case your adversary can, by attacking them with a Pawn, make them retire: your Queen, in particular, should not be played out until your game is tolerably well opened.

14. Your Knight should not be played to your Bishop's third square (*e*), until after your Bishop's Pawn has been pushed forward two squares; because it would prevent that Pawn being moved to the support of the others.

15. You should be careful not to crowd your game, by having too many pieces together; for by so doing, you may be hindered advancing or retreating as occasion may require.

(*a*) *Example.* Place two Pawns on 35 and 37.

(*b*) *Example.* Place three Pawns on 26, 34, and 42.

(*c*) *Example.* Place three White Pawns on 28, 35, and 37; supposing them to be pushing forward.

(*d*) *Example.* In addition to the above, place another Pawn on 44.

(*e*) *Example.* From 63 to 46, or from 58 to 43.

16. If you have moved a Piece, which your adversary has in his power to drive away with a Pawn, take it for granted (generally speaking) that it is a bad move; he gaining the advantages of advancing himself, and making you retire.

OF ATTACKING.

1. In case your adversary plays out his Pieces before he does his Pawns, you should attack them as soon as you can with your Pawns; by which you have a chance of crowding him, and making him lose moves.

2. If you are too hasty in pushing forward your Pawns, without properly supporting them with the others, or your Pieces, you will always attack or be attacked at a great disadvantage.

3. After your game is tolerably opened, you should consider attentively your own and your adversary's situation; commencing your attack from *your* strongest on *his* weakest side.

4. Never attempt to attack, before you have considered what harm your adversary would be able to do you by his next moves, in consequence of yours; that you may counteract his designs before it be too late.

5. Should your attack be in a prosperous state, be cautious how you are diverted from pursuing your plans, by taking any Piece, or other advantage which your adversary may purposely throw in your way, with the intent that, by your taking that bait, he might gain a move that would make your design miscarry.

6. As long as a direct attack on your adversary's King is unlikely to succeed, you should endeavour to take, or offer exchanges for, those Pieces or Pawns which render it so.

7. If, in pursuing a well-laid attack, you find it necessary to force a passage through your adversary's defence with the loss of some Pieces; and, upon counting as many moves forward as you can, you see a prospect of success,

push on boldly, and sacrifice a Piece or two to gain your end. These bold attempts make the finest games.

8. Never attack your adversary's King without a sufficient force; and if he attacks yours without your having it in your power to retaliate, offer exchanges with him; and if he retires when you offer a Piece to exchange, he may lose a move by it.

9. You should not crowd your adversary's King with your Pieces, lest you inadvertently give him a Stale-mate.

10. If you can ever succeed in making an opening on your adversary's King with two or three Pawns, you are almost certain of winning the game.

11. You should endeavour to have a move in ambush; that is, to place a Pawn or other Piece before a Bishop, Rook, or Queen, so that by removing that Pawn or Piece, you discover a check upon your adversary's King (g): for, by this, you may often gain a Piece, or some other advantage.

12. As the Queen, Rook, and Bishop operate at a distance, it is generally better, in your attack, not to have them near your adversary's King, as they are not so likely to be driven away, and frequently prevent your giving a Stale-mate.

13. If the strength of your game consists in Pawns, attack, and endeavour to take your adversary's Bishops as soon as possible; because they can prevent your advancing your Pawns much more than his Rooks.

14. While you are planning an attack, endeavour (if it can be done consistently with your plan) to have your King so situated, that you may *castle* it when you please.

---

(g) *Example.* Place a Black King on 6, a White Bishop on 41, and a White Pawn on 34. By pushing forward the Pawn to 26, you discover a check upon the King by your Bishop.

OF CAPTURING.

1. If you have one of your adversary's Pieces in your power, which cannot escape, do not be in a hurry to take it; but first see whether you can make a good move elsewhere, and take it at your leisure.

2. When you are enabled to take one of your adversary's Pieces or Pawns with two of yours, consider well with which you had best take it, as a proper determination is frequently of material importance to your game.

3. When two of your adversary's Pieces or Pawns are in your power, rather be determined in your choice of which you will take, by the value each Piece is of at that particular part of the game, than by its abstract worth.

4. When your adversary has a Pawn on a square in front of your King, it is not always right to take it, as it frequently happens to be a safeguard and protection to you (*h*).

5. When your adversary seems to have left a Piece in your power, by an oversight, you should consider, before you take it, whether he has not thereby some important move in ambush.

OF DEFENDING.

1. You must be cautious not to permit your adversary to advance one of his Pawns on two of your Pieces; which is called *forking* them. Knights and Rooks are particularly liable to be attacked in this way; because the Pawns can attack those Pieces without being taken by them.

---

(*h*) *Example.* Place a Black Rook on 5, a Black Pawn on 45, and a White King on 53, the Pawn protects the King from the attack of the Rook.

2. Your Queen should never be placed in such a situation before your King, as that by your adversary attacking it with a Rook or other Piece, your removing it would discover check to your King; in which case, if you had no other Piece to interpose, you would be obliged to sacrifice your Queen for an inferior Piece (i).

3. If your adversary attacks one of your Pieces or Pawns with two or three Pieces at the same time, you should endeavour to have as many Pieces to defend it; which, if practicable, should be of inferior value to those with which he attacks you. If you find you cannot save the Piece, try, if by attacking one of his that is better, or as good, you can thereby save it.

4. You must not permit your adversary's Knight to *fork* two of your Pieces of more importance than itself, as you would of course lose one of them for the Knight, or for nothing (k).

5. When two of your Pieces are attacked in such a way, that you must of necessity lose one of them; in deciding which to give up, you should not think so much of their difference in worth, as of how much value each of those Pieces is of to you in that particular state of the game.

6. In order to have as powerful Pieces as you can in play, let those that are stationed to guard your other Pieces or Pawns be of no greater force than is necessary.

7. You must prevent, if possible, your adversary

(i) *Example.* Place a White King on 61, and a White Queen on 53; a Black King on 4, and a Black Rook on 16. If the Rook is moved to 13, you would be obliged to take the Rook with your Queen, which would be retaken by the Black King; because you could not move the Queen without putting your King on check to the Rook.

(k) *Example.* Place a White Rook on 5, a White Queen on 7, and a Black Knight on 37. If the Knight is moved to 22, it will *fork* your Queen and Rook; and you of course must lose one of those Pieces for the Knight.

6 9 D

getting prematurely amongst your Pieces; because his Knights and Bishops, supported by his Pawns, and occasionally by his Queen, may decide the game, while only half of your Pieces are engaged.

8. At the commencement of a game, do not let your adversary's King's Bishop attack your King's Bishop's Pawn. As it is the most dangerous Piece to form an attack, you must endeavour to exchange your Queen's Bishop for it, or get rid of it otherwise, as soon as you can.

9. Endeavour to hinder your adversary from doubling his Rooks (*l*), particularly when there is an opening in the game.

10. When you play your King, endeavour, if possible, to place it on a square where one of your adversary's Pawns will protect it from the attacks of his Rook (*m*).

11. When you have a chain of Pawns, following one another in an oblique line, endeavour to preserve the leading Pawn (*n*).

12. When one of your Pieces is so attacked, that it is difficult for you to save it, do not run the risk of losing the game by any attempt at its preservation; but rather endeavour to discover how you may annoy your adversary in another place; for it frequently happens, that while he is running madly after a Piece, you either get a Pawn or two, or such a situation as ends in his destruction.

13. It is sometimes expedient, when your adversary attacks you, to offer him an exchange; which, if he refuses and retires, you gain at least the move of him.

(*l*) *Example.* Placing his Rooks on 5 and 13, 7 and 15, or any other squares in the same manner.

(*m*) *Example.* Place a Black Rook on 4, a Black Pawn on 36, and the White King on 53; by moving the King to 52, the Black Pawn prevents the Rook from giving check.

(*n*) *Example.* Place four White Pawns on 29, 38, 47, and 56; that on 29 is the leading Pawn.

14. After every move of your adversary, consider well what scheme he has in view by it, and whether it has affected your own plans; and if it has, do not proceed till the ill cause is removed, lest, while you are intent only on the attack, you may yourself be taken by surprise.

15. In the defence, you are often forced to play against the general rules, in order to break your adversary's projects; which, in the attack, is seldom the case.

#### OF EXCHANGING.

1. You should not make exchanges without reason: because by so doing, a good player could spoil your situation, and mend his own; but when you are strongest, especially by a Piece, and have not an immediate checkmate in view, it is proper, because every time you exchange, your advantage increases; so, whenever you have gained a Pawn, or any other advantage, and are not in danger of losing the move thereby, you should make as frequent exchanges of Pieces as you can.

2. Avoid, if possible, changing your King's Pawn (13 or 53) for your adversary's King's Bishop's Pawn (14 or 54); or your Queen's Pawn (52 or 12) for your adversary's Queen's Bishop's Pawn (51 or 11); because the King's and Queen's Pawns, occupying the centre, hinder, in a great degree, your adversary's Pieces from hurting you.

3. When you have played a Piece, and your adversary opposes you, then exchange directly, for it is plain he wants to remove you: by so doing, you will not lose the move.

4. If you have a Knight supported by two Pawns (o), and your adversary has no Pawn he can push forward to

---

(o) *Example.* Place two White Pawns on 35 and 37, and a White Knight on 28.



attack it, it is worth a Rook, and will be so incommo-  
dious that he will be forced to take it with one of his  
Pieces, by which you will have the advantage of re-uniting  
your Pawns.

5. Do not be too much afraid of losing a Rook for an  
inferior Piece; for though the Rook is next in value to  
the Queen, yet it seldom comes into play so as to operate,  
until the end of the game; and it is generally better to  
have an inferior Piece *in* play, than a superior *out*; so,  
where the Rook has not moved from its place, and your  
adversary's Piece has made some progress in your game,  
an exchange may be advisable.

6. Should your adversary attack your Queen and another  
Piece at the same time, and that by removing your Queen  
you must lose the Piece, if you can get two Pieces in ex-  
change for your Queen, it may be sometimes advisable  
rather to do so than retire.

7. If your game happens to be crowded, you must  
endeavour to free it, by making exchanges of Pieces or  
Pawns.

#### OF GIVING OR COVERING CHECK.

1. Always refrain from giving useless Checks, as by  
them the move, or the Piece you check with, may be  
lost.

2. There are cases, however, where it is proper, al-  
though you have not Check-mate in view; as where it  
will force your adversary's King into a more exposed  
situation; where the move, which he is obliged to make  
to defend it, leaves one of his superior Pieces unguarded;  
where, by forcing him to move, you take away his pri-  
vilege of *castling*; and where, having one of your own  
Pieces attacked, that you cannot save otherwise, it  
will cause him to remove the Piece that impedes its  
escape.

3. You must be cautious while you are, as you imagine,  
within a move or two of giving check-mate, and all your

Pieces are employed, that you have not left your King exposed to being Check-mated by a single move of your adversary.

4. As you see the possibility of your adversary giving you Check-mate, be doubly careful of every move: a wrong Piece moved, or a right one into a wrong square, may be fatal, though the consequences be not immediately perceived.

5. Never cover a Check with a Piece that a Pawn pushed upon it may take, for fear of only getting that Pawn for it (*p*).

#### OF THE VARIOUS CHECK-MATES.

In an old book on Chess, published in 1652, the following appellations are given to the variety of Mates:

- |                            |                     |
|----------------------------|---------------------|
| (1) The Queen's Mate,      | a Gracious Mate     |
| (2) The Bishop's Mate,     | a Gentle Mate       |
| (3) The Knight's Mate,     | a Gallant Mate      |
| (4) The Rook's Mate,       | a forcible Mate     |
| (5) The Pawn's Mate,       | a Disgraceful Mate  |
| (6) The Mate by Discovery, | an Industrious Mate |
| (7) The Smothered Mate,    | a Shameful Mate     |

---

(*p*) *Example.* Place a Black Rook on 7, a Black Pawn on 40; the White King on 63, and a White Knight on 61. Your King being on check to the Rook, if you cover the check by moving your Knight to 55, the Black Pawn could be moved to 48, and would take your Knight.

(1) White King 27, Queen 26, Black King 25; or White King 22, Queen 15, Black King 8.

(2) White King 24, Bishops 22 and 21, Black King 8.

(3) White King 26, Knight 19; Black King 9, Bishop 1, Knight 10.

(4) White King 27, Rook 41, Black King 25.

(5) White King 14, Pawn 15; Black King 8, Pawn 16.

(6) White King 11, Rook 57, Bishop 49; Black King 9. Moving the Bishop gives Mate by discovery.

(7) White King 61, Knight 14; Black King 8, Rook 7, Pawns 15 and 16. The White Knight gives a smothered Mate.

- |   |                       |
|---|-----------------------|
| (8) The Stale Mate,                         | a Dishonourable Mate  |
| (9) The Mate in the Middle<br>of the Board, | } an Unfortunate Mate |
| (10) The Mate at two Moves,                 |                       |
- a Fool's Mate.

OF CASTLING THE KING.

1. Castling the King is done by moving it over two squares, either on its own side, or that of its Queen, and placing the Rook on the square over which it passed (q).

2. The King cannot CASTLE *after it has moved*, nor *after the Rook has moved*, nor *if there is any Piece between it and the Rook*, nor *while it is upon Check*, nor *if, by castling, it is placed upon Check*.

3. The King has only the privilege of castling *once* in the game.

4. There is a double advantage in castling, placing the King in a more secure situation, and bringing the Rook immediately into play; both of which are effected by one move.

5. After the King is castled, the Pawns before it should be guarded as much as possible from the attacks of your adversary.

6. Sometimes it is better to play the King than to castle; as it may enable you best to attack with your Pawns on that side: and when you do not castle, the King's Bishop's

(8) White King 21, Pawn 13, Black King 5: or White King 18, Queen 19, Black King 2. See page 4.

(9) White King 61, Queen 37, Pawn 44; Black King 29, Queen 22, Pawn 20.

(10) See Game 89.

(q) *Example.* The Black King *castles*, on his own side, by moving from 5 to 7, and placing the Rook (8) on 6; on his Queen's side, by moving from 5 to 3, and placing the Rook (1) on 4. The White King *castles*, on his own side, by moving from 61 to 63, and placing the Rook (64) on 62; on his Queen's side, by moving from 61 to 59, and placing the Rook (57) on 60.

second square (14 or 54) is generally the best situation to place it in.

7. If you purpose to castle on the King's side, you must not move your Knight's or Rook's Pawns, without great necessity; because they form a protection to your King afterwards.

8. If your adversary should castle on the same side of the board as yourself, be cautious how you push forward your Pawns, leaving your King unguarded; and rather make the attack with your Pieces.

9. When the Kings have castled on different sides of the board, you must attack your adversary with the Pawns you have on the side on which he has castled, taking care to support them with your Pieces, especially your Queen and Rooks; and if the King that has castled has three Pawns on a line in front of it, they must be preserved in that situation as long as possible.

#### OF CONCLUSIONS OF GAMES.

1. At the latter end of a game, remember your King is a capital Piece; and do not let it be idle: it is by its means, generally, you gain the move and victory.

2. Each party having only three or four Pawns on different sides of the board, and no Pieces, the Kings must endeavour to gain the move (*r*).

3. A single Pawn cannot win if the adverse King be placed in opposition to it (*s*).

4. A single Pawn may win, if the King be placed before its Pawn (*t*).

(*r*) *Example.* Place the White King on 54, and the Black King on 37, the White would gain the move by playing to 53, or the Black by playing to 38: and in either case the adverse King would be prevented from advancing.

(*s*) *Example.* Place a White King on 30, a White Pawn on 22, and a Black King on 14, either side having the move, it must be a drawn game, or the Black wins by a Stale-mate.

(*t*) *Example.* Reverse the situations of the King, placing the

5. Two Pawns against one must win, almost in all cases; but the player that has the two Pawns must avoid changing one of them for his adversary's Pawn.

6. A Pawn and any other Piece must win in all cases; except a Pawn and a Bishop, when the Pawn is on a Rook's file, and the Bishop does not command the square on which the Pawn will reach the royal line (*u*).

7. Two Knights, without any other Piece or Pawn, cannot give Check-mate.

8. Two Bishops may win.

9. A Knight and a Bishop may win.

10. A Rook against a Knight makes a drawn game.

11. A Rook against a Bishop makes a drawn game.

12. A Rook and a Knight against a Rook make a drawn game.

13. A Rook and a Bishop against a Rook may win.

14. A Rook and a Bishop against a Queen make a drawn game.

15. A Rook and a Knight against a Queen make a drawn game.

16. A Queen against a Bishop and a Knight may win.

17. A Queen against a Rook and two Pawns makes a drawn game.

18. A Rook against a Bishop and two Pawns makes a drawn game (*x*).

19. A Rook against a Knight and two Pawns makes a drawn game (*x*).

20. At all conclusions of games, when a player seems not to know how to give the difficult Check-mates (as that

White on 14 and the Black on 30. The Black cannot prevent the Pawn from being pushed forward to Queen.

(*u*) *Example.* Place a White King on 39, a White Bishop on 30, a White Pawn on 24, and a Black King on 6. The player of the Black can prevent the Pawn pushing forward to Queen; which he could not do if the White Bishop was on 29.

(*x*) Because the player who has the Rook cannot be prevented from sacrificing it for the two Pawns.

of a Knight and Bishop against a King, a Rook and a Bishop against a Rook, &c.) fifty moves on each side must be appointed for the end of the game: these being accomplished, it is to be reckoned a drawn game.

\*.\* Various examples of finishing games, in difficult situations, will be found at the end of this volume.

#### GENERAL OBSERVATIONS.

1. At this game no move can be indifferent.
2. If you should be so situated as to have scarcely any Piece or Pawn to play, it is your own fault, either through having brought out your Pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have variety enough to play.
3. We cannot conclude these Preliminary Instructions better than by adding the Golden Rules of Chess; which are,
  1. *Beware of oversights.*
  2. *Keep your temper; and if you cannot gain a victory over your adversary, gain one over yourself.*

# GAME OF CHESS.

---

**T**HE LEARNER having read, with attention, the preceding Laws of, and Rules for playing, CHESS, is advised to play the Introductory Games according to the directions, which will perfect him in the various moves; and, by attending to the notes at the bottom of each page, addressed to the respective players of the White and Black, supposing two persons to be playing at the same time (*a*), he will soon perceive the advantage or necessity of making particular moves as directed.

Properly *opening* the game being of material consequence, we would recommend learners after they have studied the Introductory Games, to begin to play by moving the Pieces, for the first six or eight moves, according to the directions in the various examples in this work, and afterwards finish the game as their own judgments may direct.

This, after a little practice, will enable a young player to begin a game without embarrassment, which is not unusually felt even by those of more experience.

\* At the end of a line, denotes that a Piece is taken by that move.

+ At the end of a line, denotes that Check is given.

⊕ At the end of a line, denotes that Check-mate is given.

\* \* \* Throughout the work it is to be always understood, that the *White moves first*, unless otherwise directed.

---

(*a*) For this purpose the moves of the Black are printed separately.

For playing the first Introductory Game, the Pieces and Pawns having been placed upon their respective squares, according to the instructions already given, the person who plays the White commences by moving his Pawn on No. 53 to No. 37; the Black then moves his Pawn on No. 13 to 29; the White follows, by moving his Bishop on No. 62 to No. 35, &c. &c.

### FIRST INTRODUCTORY GAME.

#### WHITE.

- (a) 1 Pawn 53 to 37
- (b) 2 Bishop 62 to 35
- (c) 3 Pawn 52 to 36  
4 Queen 60 to 36 \*
- (d) 5 Bishop 35 to 42  
6 Bishop 42 to 14\* +

#### BLACK.

- 1 Pawn 13 to 29
- (a) 2 Pawn 11 to 19
- 3 Pawn 29 to 36 \*
- (b) 4 Pawn 10 to 26
- 5 Pawn 19 to 27
- 6 King 5 to 14 \*

(a) Your first attention should be paid to place your Pawns in the centre, and gain room for the action of your Pieces so as not to expose your King; all of which is done by this method of opening the game.

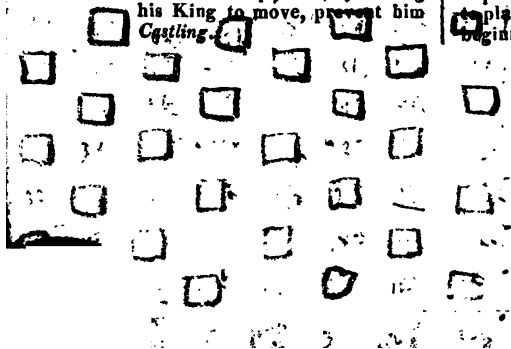
(b) If, instead of this, you had moved your Pawn 52 to 44 for the support of your Pawn 37, it would have obstructed the passage of your Bishop to 35.

(c) By this move you parry the meditated attack of your adversary in his last move.

(d) You will ultimately obtain a Rook, besides the Pawn, for this Bishop; and, by forcing his King to move, prevent him *Castling*.

(a) This move is a prelude to attacking your adversary's Pawn 37, by which you would gain two Pawns in the centre, unless he pushed forward his Pawn 52 to 44 to support it.

(b) This move appears to be a good one, but is in the end bad, especially as it leaves the Rook exposed. It is seldom beneficial to play the Knight's Pawns at the beginning of a game.





WHITE.

- 7 Queen 36 to 28 +  
 8 Queen 28 to 1 \*  
 (e) 9 Pawn 49 to 33  
 10 Pawn 51 to 43  
 11 Bishop 59 to 38  
 (f) 12 Knight 63 to 46  
 13 Pawn 33 to 26 \*  
 (g) 14 Knight 46 to 29 +  
 15 Queen 1 to 9 \*  
 16 Rook 57 to 9 \*  
 17 Bishop 38 to 29 \*  
 (h) 18 Bishop 29 to 11  
 19 Rook 9 to 1  
 20 Rook 1 to 2  
 (i) 21 King *Castles* to 63

BLACK.

- 7 King 14 to 5  
 (c) 8 Knight 2 to 19  
 (d) 9 Queen 4 to 25 +  
 (e) 10 Knight 7 to 13  
 11 King 5 to 14  
 (f) 12 Queen 25 to 18  
 13 Bishop 3 to 10  
 14 Knight 19 to 29 \*  
 15 Queen 18 to 9 \*  
 (g) 16 Bishop 10 to 37 \*  
 17 Bishop 37 to 58 \*  
 18 Knight 13 to 3  
 (h) 19 Bishop 6 to 13  
 (i) 20 Rook 8 to 5  
 21 Bishop 58 to 30

(e) You endeavour by this move to extricate your Queen, by making an opening between it and your Rook 57.

(f) Your two last moves are preparatory to your attacking his Knights.

(g) Your Queen having no avenue to escape, you endeavour to remove some of the Pieces which annoy her.

(h) This move is to support your Pawn 26 on its passage forward. If you had taken his Pawn 12 with your Rook 9, he would have played his King to 21, and taken either your Rook or your Bishop.

(i) *Castling the King*, is done by moving it two squares, passing over one, either on its own side, or that of its Queen, and placing the Rook on the square over which it passed. In the above case, the King is moved

(c) By this move you block up your adversary's Queen, and he will find it difficult to extricate it.

(d) The attempt of your adversary in his last move is counteracted by this.

(e) This move is to prevent him taking your Bishop with his Queen.

(f) To enable you to attack his Queen, by moving your Bishop 3 to 10.

(g) Although you have gained a Piece from your adversary, he has the advantage of the game; one of his Pawns having passed your line, and his Pieces being better supported.


(h) To make an opening for your Rook to protect your Knight.

(i) This move enables you to bring your Knight into play.

## WHITE.

- 22 Rook 62 to 61  
 23 Pawn 26 to 18  
 (k) 24 Rook 2 to 18 \*  
 25 Rook 61 to 5 \*  
 (l) 26 Rook 18 to 26  
 27 Rook 26 to 27 \*  
 28 Rook 27 to 28 \*  
 29 Rook 28 to 29  
 30 Bishop 11 to 25  
 31 Pawn 54 to 38  
 32 Bishop 25 to 34 +  
 33 King 63 to 54  
 34 King 54 to 46  
 35 Pawn 55 to 39  
 36 Pawn 38 to 30  
 37 Pawn 30 to 22  
 38 Rook 29 to 13 +  
 39 Pawn 22 to 14  
 40 Rook 13 to 14 \*  
 41 Rook 14 to 22 +  
 42 Rook 22 to 24 \*  
 (m) 43 King 46 to 37  
 44 Rook 24 to 19 +

## BLACK.

-  22 Pawn 12 to 28  
 (k) 23 Knight 3 to 18 \*  
 24 Bishop 13 to 31  
 25 King 14 to 5 \*  
 26 Bishop 31 to 59  
 27 Bishop 59 to 50 \*  
 28 Bishop 30 to 21  
 29 King 5 to 12  
 30 King 12 to 20  
 (l) 31 Pawn 15 to 23  
 32 King 20 to 12  
 (l) 33 Pawn 16 to 24  
 34 Bishop 50 to 59  
 35 Pawn 23 to 31  
 (m) 36 Bishop 21 to 7  
 37 Bishop 59 to 38  
 38 King 12 to 19  
 39 Bishop 7 to 14 \*  
 40 Bishop 38 to 56 \*  
 41 King 19 to 26  
 42 Bishop 56 to 38  
 43 King 26 to 35  
 44 King 35 to 26

from 61 to 63, and the Rook from 64 to 62.

If you had not *Castled*, he would have given you check, by discovery, with his Rook, by removing his Bishop from 13.

(k) The game is now decided in your favour.

(l) This move gains you a Pawn, which your adversary cannot prevent.

(m) It is not necessary for you to push forward either of your Pawns to Queen, as the game can be won without their assistance.

 See the first Variation.

(k) If you had not taken this Pawn, you could not have prevented his pushing it forward to Queen, by which you would have lost either your Knight or your Rook.

(l) These moves are to obstruct the progress of your adversary's Pawns.

(m) If you had moved to 14, he would have given you check by moving his Rook to 13, and afterwards taken your Bishop.

WHITE.

- 45 King 37 to 28  
 46 Bishop 34 to 13  
 47 King 28 to 35  
 48 Bishop 13 to 34 +  
 (n) 49 Bishop 34 to 27  
 50 Rook 19 to 17 ⊕

BLACK.

- 45 Bishop 38 to 45  
 46 King 26 to 25  
 47 Bishop 45 to 18  
 48 King 25 to 33  
 49 Bishop 18 to 27 \*

(n) If you had taken his Bishop with your Rook, you would have given him a Stale-mate.— See page 4.

*First Variation of the First Introductory Game.*

*Situation of the White.*

King 63, Rooks 2, 62, Bishop 11, Pawns 26, 43, 50, 54, 55, and 56.

*Situation of the Black.*

King 14, Rook 5, Bishops 13 and 30, Knight 3, Pawns 12, 15, 16, and 27.

WHITE.

- 22 Rook 62 to 61  
 23 Rook 2 to 5 \*  
 24 Pawn 26 to 18  
 25 Pawn 18 to 10  
 (a) 26 Pawn 50 to 34  
 27 Pawn 43 to 34 \*  
 (b) 28 Rook 61 to 59

BLACK.

- 22 Knight 3 to 9  
 23 King 14 to 5 \*  
 (a) 24 Knight 9 to 19  
 ♖ 25 Pawn 12 to 28  
 ♖ 26 Pawn 27 to 34 \*  
 (b) 27 Bishop 30 to 44  
 28 Bishop 44 to 17

(a) This move is to attack your adversary's Knight, for the purpose of advancing your Pawn 10 into the royal line at 2, by forcing him to remove it.

(b) To follow up the attack of your adversary's Knight 19.

(a) To prevent your adversary's Pawn 18 entering the royal line at 2.

♖ See the Second Variation.

♖ See the Third Variation.

(b) To prevent your adversary attacking your Knight with his Pawn 34.

## WHITE.

- 29 Rook 59 to 19 \*  
 30 Rook 19 to 18  
 31 Rook 18 to 2  
 32 Bishop 11 to 47  
 (c) 33 King 63 to 62  
 34 King 62 to 53  
 35 Rook 2 to 1  
 36 Pawn 54 to 47 \*  
 (d) 37 Rook 1 to 25  
 38 King 53 to 44  
 39 King 44 to 36 \*  
 40 King 36 to 35  
 41 Rook 25 to 29  
 42 Pawn 34 to 26 +  
 43 Rook 29 to 27  
 44 Pawn 26 to 18  
 45 Rook 27 to 11  
 46 King 35 to 26  
 47 Rook 11 to 15  
 48 King 26 to 25  
 49 Pawn 18 to 10  
 50 Rook 15 to 10 \*

## BLACK.

- (c) 29 Bishop 17 to 10 \*  
 30 Bishop 10 to 3  
 31 King 5 to 12  
 32 Pawn 28 to 36  
 33 Bishop 13 to 4  
 34 Bishop 4 to 11  
 35 Bishop 11 to 47 \*  
 36 Bishop 3 to 10  
 37 Bishop 10 to 55 \*  
 38 Bishop 55 to 10  
 39 King 12 to 19  
 40 Bishop 10 to 3  
 41 Bishop 3 to 10  
 42 King 19 to 20  
 43 Bishop 10 to 37  
 44 Pawn 15 to 23  
 45 Bishop 37 to 28 +  
 46 Pawn 16 to 32  
 47 Bishop 28 to 19 +  
 48 King 20 to 27  
 49 Bishop 19 to 10 \*  
 (d) 50 King 27 to 28

(c) You play your King to prevent his Pawn 36 pushing forward to the royal line.

(d) By this move you prevent his King moving forward to support his Pawn 36: the loss of your Pawn 55 is of no consequence, it being of no use to you.

(c) You were obliged to sacrifice your Knight, to prevent his Pawn 10 pushing forward to the royal line.

(d) The game is lost. *See the method of giving Check-mate with a Rook.*

*Second Variation of the First Introductory Game.*

*Situation of the White.*

King 63, Rooks 2 and 62, Bishop 11, Pawns 26, 43, 50, 51, 55, and 56.

WHITE.

22 Rook 62 to 61  
 23 Rook 2 to 5 \*  
 24 Pawn 26 to 18  
 25 Pawn 18 to 10  
 26 Pawn 50 to 42  
 27 Rook 61 to 57  
 28 Rook 57 to 17  
 29 Rook 17 to 19 \*  
 (a) 30 Pawn 10 to 2 Q  
 31 Queen 2 to 10  
 32 Queen 10 to 19 \*  
 33 Queen 19 to 28 +  
 34 Pawn 55 to 39  
 35 Bishop 11 to 4  
 36 Queen 28 to 30 ⊕

(a) This Pawn must now be taken off, and your Queen put on in its stead.

*Situation of the Black.*

King 14, Rook 5, Bishops 13 and 30, Knight 3, Pawns 12, 15, 16, and 27.

BLACK.

22 Knight 3 to 9  
 23 King 14 to 5 \*  
 24 Knight 9 to 19  
 ♞ 25 King 5 to 14  
 26 Bishop 30 to 51  
 27 Bishop 51 to 42 \*  
 28 Bishop 13 to 22  
 29 Pawn 12 to 19 \*  
 30 Pawn 27 to 35  
 31 King 14 to 23  
 32 King 23 to 30  
 33 King 30 to 23  
 34 Pawn 16 to 24  
 35 Bishop 22 to 4 \*

♞ See the First Variation.

*Third Variation of the First Introductory Game.*

*Situation of the White.*

King 63, Rooks 2 and 62, Bishop 11, Pawns 26, 43, 50, 54, 55, and 56.

WHITE.

22 Rook 62 to 61  
 23 Rook 2 to 5 \*  
 24 Pawn 26 to 18

*Situation of the Black.*

King 14, Rook 5, Bishops 13 and 30, Knight 3, Pawns 12, 15, 16, and 27.

BLACK.

22 Knight 3 to 9  
 23 King 14 to 5 \*  
 24 Knight 9 to 19  
 c 2.

## WHITE.

25 Pawn 18 to 10  
 26 Pawn 50 to 34  
 27 Bishop 11 to 20  
 28 Bishop 20 to 13 \*  
 29 Bishop 13 to 27 \*  
 30 Pawn 34 to 26  
 31 Rook 61 to 13 +  
 32 Rook 13 to 15 \*

## BLACK.

25 Pawn 12 to 28  
 26 Bishop 30 to 44  
 27 King 5 to 12  
 28 Bishop 44 to 17  
 29 Bishop 17 to 10  
 30 Knight 19 to 25  
 31 King 12 to 4  
 32 The game is lost.

See the Second Variation.

## SECOND INTRODUCTORY GAME.

(The Black moves first.)

## BLACK.

1 Pawn 13 to 29  
 2 Bishop 6 to 27  
 (a) 3 Queen 4 to 40  
 (b) 4 Knight 7 to 22  
 (c) 5 Knight 22 to 39  
 6 Bishop 27 to 54\* +  
 7 Knight 39 to 54 \*

## WHITE.

1 Pawn 53 to 37  
 2 Bishop 62 to 35  
 (a) 3 Queen 60 to 53  
 (b) 4 Pawn 52 to 44  
 (c) 5 Pawn 55 to 47  
 6 Queen 53 to 54 \*  
 7 Pawn 47 to 40 \*

(a) This move materially influences the progress of the game.

(b) You move this to attack the White Pawn 37.

(c) Having failed in your attack on the Pawn 37, you now attack his Pawn 54 with three Pieces; viz. your Knight 39, Queen 40, and Bishop 27.

(a) This move guards your Pawns 37 and 54, preventing your adversary's Queen taking the former, or giving you *Check-mate* by taking the latter.

(b) Your adversary having two Pieces attacking your Pawn 37, you move this, by which you have two defences of it, viz. your Pawn 44, and Queen 53.

(c) You move this to counteract the intent of your adversary's last move.

- BLACK.**
- (d) 8 Knight 54 to 64 \*
- 9 Pawn 12 to 20
- 10 Rook 8 to 6
- (e) 11 Pawn 14 to 30
- 12 Bishop 3 to 30 \*
- 13 Pawn 11 to 19
- 14 Pawn 20 to 28
- 15 Bishop 30 to 39
- (f) 16 Bishop 39 to 32
- 17 Knight 2 to 12
- (g) 18 Pawn 16 to 24

- WHITE.**
- 8 Knight 63 to 46
- 9 Bishop 59 to 45
- (d) 10 Knight 58 to 52
- 11 Pawn 37 to 30 \*
- (e) 12 King 61 to 53
- 13 Rook 57 to 64 \*
- 14 Bishop 35 to 42
- 15 Pawn 56 to 48
- 16 Rook 64 to 62
- ♔ 17 King 53 to 61
- (f) 18 Pawn 51 to 35

(d) In this state of the game your adversary has no advantage, reckoning your Knight 64 as lost, which may be calculated as follows:

Black has lost.	White has lost.
Queen, 10	Queen, 10
Bishop, $3\frac{1}{2}$	Rook, $5\frac{1}{2}$
Knight 3	Pawn, 1

16½

16½

His Pawns 40 and 56 are doubled in the worst manner, and he must lose several moves before he can take your Knight.

(e) To give an opening to your Rook 6, you could not have moved this Pawn if you had *castled* your King at the 10th move, because of the situation of the White Bishop 35.

(f) You retreat, because your object is not to exchange Piece for Piece, but to gain a Piece.

(g) You move this to prevent his Knight moving from 46 to 31, which would be very troublesome to you.

(d) Your three last moves are preparatory to attacking your adversary's Knight 64 with your Rook 57.

(e) If, instead of this, you had *castled* your King, your adversary would have attacked your Knight 46, by moving his Bishop 30 to 39.

♔ See the First Variation.

(f) This move is to break the strength of your adversary's Pawns.

## BLACK.

- 19 Pawn 28 to 36  
 (f) 20 King Castles to 3  
 21 Rook 4 to 5  
 22 Rook 6 to 62\* +  
 23 Knight 12 to 27  
 24 Pawn 29 to 37  
 25 Knight 27 to 37 \*  
 26 Rook 5 to 37\* +  
 27 Rook 37 to 40 \*  
 28 Bishop 32 to 46 \*  
 29 Rook 40 to 48\* +  
 (h) 30 Pawn 19 to 27  
 31 Pawn 15 to 31  
 32 Pawn 36 to 44 +  
 33 Pawn 27 to 34 \*  
 34 Pawn 24 to 32  
 35 Pawn 31 to 39  
 36 Pawn 39 to 47  
 37 Pawn 32 to 40  
 38 Rook 48 to 56 +  
 39 Rook 56 to 49 \*  
 (i) 40 Pawn 47 to 55  
 41 Rook 49 to 53  
 42 Rook 53 to 52  
 43 Pawn 40 to 48

## WHITE.

- (g) 19 Bishop 45 to 63  
 20 Bishop 63 to 56  
 (h) 21 Knight 46 to 63  
 22 Knight 52 to 62 \*  
 23 Bishop 42 to 51  
 24 Pawn 44 to 37 \*  
 25 Bishop 51 to 37 \*  
 26 King 61 to 54  
 27 Knight 63 to 46  
 28 King 54 to 46 \*  
 29 King 46 to 53  
 30 Bishop 56 to 29  
 31 Pawn 50 to 34  
 32 King 53 to 52  
 33 Knight 62 to 45  
 34 King 52 to 44 \*  
 35 King 44 to 53  
 36 King 53 to 62  
 37 King 62 to 55  
 38 King 55 to 46  
 39 King 46 to 39  
 40 Bishop 29 to 56  
 41 King 39 to 46  
 42 Knight 45 to 55 \*  
 (i) 43 The game is lost.

(f) See note (i), page 23.

(h) It is better for you to support your Pawn 36, than to push it forward.

(i) You might have won the game, by pushing forward your Pawn 34 to the Royal line; but it is continued for the sake of improvement.

(g) If you had moved to 54, you would have lost your Knight 46.

(h) Although your Knight is not in a good situation, yet by this move you disengage the Pieces with which you were obliged to defend it.

(i) Because by your adversary's last move, you must either lose your Knight or your Bishop.



*Variation of the Second Introductory Game.*

*Situation of the Black.*

King 5, Rooks 1 and 6, Bishop 32, Knight 2, Pawns 9, 10, 15, 16, 19, 28, and 29.

BLACK.

- 17 Knight 2 to 12  
18 Pawn 29 to 37  
19 Pawn 28 to 37 \*  
20 Knight 12 to 29  
(a) 21 King Castles to 3  
22 Rook 4 to 52\* +  
23 Rook 6 to 46 \*  
24 Knight 29 to 46\* +  
25 Knight 46 to 40 \*

(a) See note (i), page 23.

*Situation of the White.*

King 53, Rook 62, Bishops 42 and 45, Knights 46 and 52, Pawns 40, 44, 48, 49, 50, and 51.

WHITE.

- 17 Pawn 51 to 35  
18 Pawn 44 to 37 \*  
19 Knight 52 to 37 \*  
20 Knight 37 to 52  
21 Bishop 45 to 9 \*  
22 King 53 to 52 \*  
23 Rook 62 to 46 \*  
24 King 52 to 43  
(a) 25 The game is lost.

(a) Because the Black, by exchanging one of his Pawns 15 or 16 for your Pawn 48, can push the other forward to the Royal line.

THIRD INTRODUCTORY GAME.

WHITE.

- 1 Pawn 53 to 37  
2 Bishop 62 to 35  
3 Pawn 51 to 43

BLACK.

- 1 Pawn 13 to 29  
2 Knight 2 to 19  
3 Pawn 16 to 24

## WHITE.

- (a) 4 Pawn 49 to 41  
 5 Pawn 52 to 36  
 6 Pawn 43 to 36 \*
- (b) 7 Knight 63 to 46
- (c) 8 Pawn 56 to 48  
 9 Knight 58 to 43  
 10 Bishop 59 to 45
- (d) 11 Queen 60 to 52  
 12 King *Castles* to 59  
 13 Bishop 35 to 49  
 14 Rook 60 to 62  
 15 Pawn 48 to 40  
 16 King 59 to 58  
 17 King 58 to 49 \*  
 18 Queen 52 to 44  
 19 Queen 44 to 45 \*  
 20 Rook 64 to 56  
 21 Knight 43 to 37 \*  
 22 Knight 37 to 31 +  
 23 Pawn 40 to 31 \* +  
 24 Queen 45 to 21 +  
 25 Queen 21 to 23 \*  
 26 Rook 56 to 16

## BLACK.

- 4 Pawn 15 to 23  
 5 Pawn 29 to 36 \*
- (a) 6 Bishop 6 to 15  
 7 Pawn 12 to 20  
 8 Bishop 3 to 12  
 9 Knight 7 to 13  
 10 King *Castles* to 7  
 11 King 7 to 16  
 12 Knight 19 to 25  
 13 Pawn 10 to 18  
 14 Pawn 11 to 19  
 15 Bishop 12 to 21  
 16 Bishop 21 to 49 \*  
 17 Knight 25 to 35  
 18 Knight 35 to 45 \*  
 19 Pawn 14 to 30  
 20 Pawn 30 to 37 \*  
 21 Knight 13 to 30  
 22 Pawn 24 to 31 \*  
 23 King 16 to 7  
 24 Rook 6 to 14  
 25 King 7 to 6  
 26 Queen 4 to 12

(a) It would have been wrong to have moved your Pawn 52 to 36, instead of this. See the First Variation.

(b) Two Pieces attacking your Pawn 36, you bring out your Knight to support it.

(c) To prevent him attacking your Knight 46, by moving his Bishop 3 to 39.

See the Third Variation.

(d) You *castle* on this side, to enable you to attack his King with your Pieces and Pawns on the opposite side.

See the Second Variation.

(a) This move attacks your adversary's Pawn 36 with two Pieces.

WHITE.  
 27 Rook 62 to 64  
 28 Pawn 55 to 39  
 29 Queen 23 to 32  
 30 Rook 16 to 15 \*  
 31 Queen 32 to 8 +  
 32 Queen 8 to 36 \*  
 33 Rook 64 to 8  
 34 Queen 36 to 8\* +  
 35 Knight 46 to 29 +  
 36 Queen 8 to 29 \*  
 37 Queen 29 to 22 +  
 38 King 49 to 58 +

BLACK.  
 27 Rook 1 to 5  
 (b) 28 Rook 5 to 21  
 29 Knight 30 to 36 \*  
 30 Rook 14 to 15 \*  
 31 Rook 15 to 7  
 32 Pawn 20 to 28  
 33 Rook 7 to 8 \*  
 (c) 34 King 6 to 14  
 35 Rook 21 to 29 \*  
 (d) 36 Pawn 28 to 36  
 37 King 14 to 5  
 38 Pawn 19 to 27

In this situation, the object of each player is to push forward a Pawn to the adversary's Royal line, which must be done with great caution; the White, however, has the advantage.

(b) If you had not moved this Rook, you would have lost it and your Bishop, for your adversary's Rook 16.

(c) If, instead of this, you had moved to 13, he would have pushed forward his Pawn 31, which you could not have taken with your Rook, because he would afterwards have checked your King and Rook at the same time, with his Queen.

(d) It would have been of no use for you to have taken his Pawn 39 with your Queen: it being more advisable to protect your own Pawns.

*First Variation of the Third Introductory Game.*

## WHITE.

- 1 Pawn 53 to 37  
 2 Bishop 62 to 35  
 3 Pawn 51 to 43  
 4 Pawn 52 to 36  
 5 Pawn 43 to 36 \*  
 (a) 6 Bishop 59 to 52

## BLACK.

- 1 Pawn 13 to 29  
 2 Knight 2 to 19  
 3 Pawn 16 to 24  
 4 Pawn 29 to 36 \*  
 5 Bishop 6 to 34 +  
 6 Knight 19 to 36 \*

This proves that the White loses a Pawn by the variation of the 4th move.

(a) In a check of this nature you must always cover it with your Bishop instead of your Knight.

*Second Variation of the Third Introductory Game.*

## WHITE.

- 1 Pawn 53 to 37  
 2 Bishop 62 to 35  
 3 Pawn 51 to 43  
 4 Pawn 49 to 41  
 5 Pawn 52 to 36  
 6 Pawn 43 to 36 \*  
 7 Knight 58 to 43  
 8 Pawn 54 to 46  
 9 Knight 43 to 28  
 10 Knight 28 to 45  
 11 Knight 63 to 53

## BLACK.

- 1 Pawn 13 to 29  
 2 Knight 2 to 19  
 3 Pawn 16 to 24  
 4 Pawn 12 to 20  
 5 Pawn 29 to 36 \*  
 6 Queen 4 to 13  
 (a) 7 Bishop 3 to 30  
 8 King Castles to 3  
 9 Queen 13 to 5  
 10 Bishop 30 to 16  
 11 Knight 7 to 13

In this situation, although the White is farther advanced, the Black is in a better situation than he was at the 11th move of the game. See page 32.

(a) In this situation your adversary cannot take your Bishop with his Pawn 37, because it would discover check on his King.

*Third Variation of the Third Introductory Game.*

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Bishop 62 to 35	2 Knight 2 to 19
3 Pawn 51 to 43	3 Pawn 16 to 24
4 Pawn 49 to 41	4 Pawn 15 to 23
5 Pawn 52 to 36	5 Pawn 29 to 36 *
6 Pawn 43 to 36 *	6 Bishop 6 to 15
7 Knight 63 to 46	7 Pawn 12 to 20
8 Pawn 56 to 48	8 Bishop 3 to 12
9 Knight 58 to 43	9 Knight 7 to 13
10 Queen 60 to 42	10 King <i>Castles</i> to 7
11 Queen 42 to 10 *	11 Rook 1 to 2
12 Queen 10 to 17	12 Rook 2 to 18
13 Queen 17 to 33	13 Knight 19 to 36 *
14 Queen 33 to 60	14 Knight 36 to 46 * +
15 Queen 60 to 46 *	15 Bishop 12 to 21

The player of the White is evidently in a worse situation than he was at the 15th move of the game. See page 32.

## GAME I.

*(Philidor's First Party.)*

## WHITE.

- 1 Pawn 53 to 37  
 2 Bishop 62 to 35  
 3 Pawn 51 to 43  
 (a) 4 Pawn 52 to 36  
 (b) 5 Pawn 43 to 36 \*  
     6 Knight 58 to 43  
 (c) 7 Knight 63 to 53  
     8 Bishop 35 to 44  
     9 Pawn 37 to 29  
 10 Bishop 59 to 45

## BLACK.

- 1 Pawn 13 to 29  
 2 Bishop 6 to 27  
 3 Knight 7 to 22  
 4 Pawn 29 to 36 \*  
 (a) 5 Bishop 27 to 18  
     6 King Castles to 7  
 (b) 7 Pawn 11 to 19  
     8 Pawn 12 to 28  
     9 Knight 22 to 5  
 (c) 10 Pawn 14 to 22

(a) This move is to prevent your adversary attacking your Pawn 54 with his Bishop 27; and also to bring the strength of your Pawns into the centre of the board.

(b) When you find your game in this situation, viz. two Pawns in a front line, you must take care not to push either of them before your adversary proposes to change a Pawn with you; which you may then avoid by pushing forward the attacked Pawn.

(c) You must always avoid playing this Knight to 46, until after your Pawn 54 has moved forward two squares.

(a) If, instead of this, you had given check, by moving to 34, your adversary would have covered the check by moving his Bishop 59 to 52; if you had then taken his Bishop, he would have retaken it with his Knight 58.

(b) If your adversary had not withdrawn his Bishop, you must have attacked it and his Pawn 37, by moving your Pawn 12 to 28.

(c) You move this to induce a change of Pawns, which would give an opening to your Rook 6.

WHITE.

- (d) 11 Queen 60 to 52
- 12 Pawn 36 to 29 \*
- (e) 13 Knight 53 to 38
- 14 Bishop 45 to 18 \*
- (f) 15 King Castles to 63
- 16 Knight 38 to 21 \*
- 17 Pawn 54 to 38
- 18 Rook 57 to 61
- (g) 19 Pawn 56 to 48
- 20 Knight 43 to 37
- 21 Pawn 50 to 42
- 22 Pawn 55 to 39
- (h) 23 Knight 37 to 47

BLACK.

- (d) 11 Pawn 22 to 29 \*
- (e) 12 Bishop 3 to 21 ~~40~~
- (f) 13 Queen 4 to 13
- 14 Pawn 9 to 18 \*
- (g) 15 Knight 2 to 12
- 16 Queen 13 to 21 \*
- 17 Knight 5 to 11
- (h) 18 Pawn 15 to 23
- 19 Pawn 28 to 36
- (i) 20 Pawn 16 to 24
- 21 Pawn 18 to 26
- 22 Knight 11 to 28
- (k) 23 Knight 28 to 45

(d) If, instead of this, you had taken his Pawn 22, your Pawn 29 would have lost its column: by leaving it to be taken, you can afterward supply its place by your Pawn 36, which may then be supported by moving your Pawn 54 to 38.

(e) Your Pawn 29 not being yet in any danger, this move attacks your adversary's Bishop 21.

(f) You castle your King on this side to support your Pawn 29, as when that is attacked you will have to move your Pawn 54 to 38, to preserve it.

(g) This move enables you afterwards to push forward your Pawn 55 to 39.

(h) This is to enable you to push your Pawn 38 to 30, which will then be supported by four pieces, viz. Rook 61, Bishop 44, Knight 47, and Pawn 39.

(d) This move makes an opening to your Rook 6.

(e) This is to enable your Pawn 19 to be pushed forward.

~~f~~ See Game 2.

(f) You move this to defend your Bishop 21.

(g) By this move you attack your adversary's Pawn 29.

(h) This prevents his Pawn 38 pushing forward to 30; which would be a strong position for it, as your Queen must of course retire, or be exchanged for an inferior Piece.

(i) This prevents his Knight 37 moving to 31, which would force your Queen to remove, and give an opening for the advance of his Pawns.

(k) By this move you attempt to cut off the communication among your adversary's Pieces, and break the strength of his Pawns; which you could afterwards accomplish by moving your Pawn 23 to 31.

## WHITE.

- (i) 24 Rook 61 to 45 \*  
 25 Queen 52 to 45 \*  
 (k) 26 Rook 62 to 61  
 27 Queen 45 to 37  
 28 Pawn 38 to 30  
 29 Pawn 39 to 30 \*  
 30 Queen 37 to 28 \*  
 31 Bishop 44 to 26 \*  
 (l) 32 Pawn 30 to 22  
 33 Bishop 26 to 44  
 (m) 34 Bishop 44 to 30  
 35 Knight 47 to 32  
 36 Bishop 30 to 39

## BLACK.

- 24 Pawn 36 to 45 \*  
 25 Rook 1 to 49 \*  
 26 Queen 21 to 42 \*  
 (l) 27 Queen 42 to 21  
 (m) 28 Pawn 23 to 30 \*  
 (n) 29 Queen 21 to 28  
 30 Pawn 19 to 28 \*  
 31 Knight 12 to 18  
 32 Rook 49 to 50  
 33 King 7 to 14  
 34 Knight 18 to 35  
 35 Rook 6 to 7 +  
 36 Knight 35 to 52

(i) You are obliged to sacrifice this Rook to prevent your game being broken in upon.

(k) This move is to protect your Pawn 29, and to enable you to push forward your Pawn 38 to 30.

(l) Your Bishop being on a white square, it is necessary to have your Pawns on black squares, that your Bishop may prevent any of your adversary's pieces coming between them. This rule is hardly ever to be dispensed with, in case you attack and have some Pawns advanced; but in case of a defence, the rule must be reversed, and the Pawns set upon the Bishop's colour.

(m) This move explains the above rule; if your Bishop had been on a black square, his King might now have moved to 21.

(l) You bring your Queen back, to prevent his Queen moving to 23, giving check, and afterwards check-mate, by proceeding from 23 to 16.

(m) This is done to induce an exchange of Queens in order to break the scheme of check-mate by his Queen and Bishop 44.

(n) You still press an exchange of Queens, for the reason stated in note (m).



WHITE.		BLACK.	
37 Pawn	29 to 21 +	(o) 37 King	14 to 23
38 Pawn	22 to 14	38 Rook	7 to 6
39 Knight	32 to 38 +	39 King	23 to 15
40 Bishop	39 to 32	40 Pawn	28 to 36
41 Pawn	21 to 13	41 Rook	6 to 14 *
(n) 42 Pawn	13 to 5 Q	42 Rook	14 to 38 *
43 Queen	5 to 12 +	43 King	15 to 8
44 Rook	61 to 5 ⊕	(p)	

(n) This Pawn is now to be replaced with your Queen.

(o) Instead of this move, the King might have gone into 6.— See Game 3.

(p) This game might have been prolonged a few moves; but was inevitably lost after the 40th move of the white.

## GAME II.

(Second of Philidor's First Party.)

WHITE.		BLACK.	
1 to 11;	as Game 1.	1 to 11;	as Game 1.
12 Pawn	36 to 29 *	12 Bishop	18 to 45 *
13 Queen	52 to 45 *	13 Bishop	3 to 21
14 Knight	53 to 38	14 Queen	4 to 13
15 Knight	38 to 21 *	15 Queen	13 to 21 *
16 King	Castles to 63	16 Knight	2 to 12
17 Pawn	54 to 38	17 Pawn	15 to 23
18 Pawn	56 to 48	18 Knight	5 to 15
19 Pawn	55 to 39	19 Pawn	19 to 27
20 Knight	43 to 53	20 Pawn	28 to 36
21 Queen	45 to 52	21 Knight	12 to 18

WHITE.	BLACK.
22 Knight 53 to 47	22 Knight 18 to 28
23 Rook 57 to 61	23 Knight 28 to 45
24 Rook 61 to 45 *	24 Pawn 36 to 45 *
25 Queen 52 to 45 *	25 Queen 21 to 49 *
26 Pawn 38 to 30	26 Queen 49 to 50 *
27 Pawn 30 to 22	27 Knight 15 to 5
28 Pawn 39 to 31	28 Queen 50 to 36
29 Queen 45 to 36 *	29 Pawn 27 to 36 *
30 Pawn 29 to 21	30 Knight 5 to 20
31 Knight 47 to 37	31 Knight 20 to 30
32 Rook 62 to 30 *	32 Pawn 23 to 30 *
33 Knight 37 to 20	33 Pawn 30 to 38
34 Pawn 21 to 13	34 Rook 6 to 2
35 Bishop 44 to 35 +	35 King 7 to 8
36 Knight 20 to 14 +	36 King 8 to 7
37 Knight 14 to 4 +	37 King 7 to 8
(a) 38 Pawn 13 to 5Q⊕	

(a) This Pawn is now to be replaced with your Queen, which gives check-mate.

### GAME III.

(Third of Philidor's First Party.)

WHITE.	BLACK.
1 to 36 ; as Game I.	1 to 36 ; as Game I.
<i>Situation of the White.</i>	<i>Situation of the Black.</i>
King 63, Rook 61, Bishop 39, Knight 32, Pawns 22, 29, and 48.	King 14, Rooks 7 and 50, Knight 52, Pawns 10, 24, and 28.
37 Pawn 29 to 21 +	37 King 14 to 6
38 Rook 61 to 57	38 Rook 50 to 58 +
39 Rook 57 to 58 *	39 Knight 52 to 58 *

WHITE.  
 40 King 63 to 56  
 41 Knight 32 to 38  
 42 Knight 38 to 28 \*  
 43 Pawn 21 to 13 +  
 44 Bishop 39 to 21 +  
 45 Pawn 13 to 5Q +

BLACK.  
 40 Knight 58 to 43  
 41 Knight 43 to 37  
 42 Rook 7 to 31  
 43 King 6 to 14  
 44 King 14 to 21 \*  
 45 Black must lose.

GAME IV.

(Philidor's Second Party.)

WHITE.  
 1 Pawn 53 to 37  
 2 Bishop 62 to 35  
 (a) 3 Pawn 52 to 36  
 4 Queen 60 to 36 \*  
 5 Pawn 54 to 38  
 6 Bishop 35 to 44  
 7 Pawn 37 to 29  
 8 Queen 36 to 54

BLACK.  
 1 Pawn 13 to 29  
 2 Pawn 11 to 19  
 (a) 3 Pawn 29 to 36 \*  
 4 Pawn 12 to 20  
 (b) 5 Bishop 3 to 21  
 6 Pawn 20 to 28  
 7 Pawn 19 to 27  
 (c) 8 Knight 2 to 19

(a) This is done to prevent your adversary bringing his Pawns into the centre of the board; which he could do, by moving his Pawn 12 to 28, thereby attacking your Bishop 35, which would give him the move and attack upon you.

(a) If, instead of this, you had moved your Pawn 12 to 28, you would (with good play on both sides) have lost the game; because, being separated from its comrades it must be lost. (See Game 5.)

(b) This is done to make room for your Bishop 6, and to force his Bishop 35 to move, it being dangerous to let him stand in a situation where he can attack your Pawn 14.

(c) If, instead of this, you had pushed forward your Pawns

## WHITE.

- 9 Pawn 51 to 43  
 10 Pawn 56 to 48  
 (b) 11 Pawn 55 to 47  
 12 Knight 63 to 46  
 13 Pawn 49 to 33  
 (c) 14 King 61 to 62  
 15 Pawn 47 to 39  
 16 King 62 to 55  
 (d) 17 King 55 to 64 \*  
 (e) 18 Queen 54 to 63  
 (f) 19 Bishop 59 to 45  
 20 Knight 58 to 41  
 21 Bishop 44 to 17 +

## BLACK.

- 9 Pawn 15 to 23  
 (d) 10 Pawn 16 to 32  
 11 Knight 7 to 24  
 12 Bishop 6 to 13  
 13 Knight 24 to 30  
 14 Pawn 32 to 40  
 15 Knight 30 to 47 +  
 16 Knight 47 to 64 \*  
 17 Queen 4 to 12  
 18 Pawn 9 to 25  
 19 Pawn 10 to 18  
 (e) 20 King Castles to 3  
 21 King 3 to 11

(b) This prevents the communication between your Pawns being cut off; which might have been done by his moving his Pawn 32 to 40.

(c) This move enables you to form your attack, either on your left or right wing.

(d) Though a Rook is esteemed more valuable than a Knight, yet your game may be better than your adversary's; because, notwithstanding your loss, your King is safe, and you are the better enabled to form your attack on which ever side he may chuse to *castle*.

(e) This is to support your Pawn 39, and prevent your adversary sacrificing his Bishop 21 for two Pawns, which would have been to his advantage.

(f) This is to entice your adversary to move his Pawn 27 to 35; which would give you the game very soon, by making an opening for your Knights.

you would probably have lost the game; because one or two Pawns, too far advanced, may be reckoned as good as lost, except when all the Pieces have an open field to protect them, or when the same Pawns may be sustained or supplied by others. (See Game 6.)

(d) This is to prevent his Pawns attacking you, they being four to three against you on the King's side.

(e) You *castle* on this side, to avoid the strength of your adversary's Pawns on the other, particularly as they are farther advanced than those on his Queen's side.

WHITE.

- (g) 22 Knight 41 to 51  
 23 Bishop 17 to 26  
 24 Pawn 50 to 34  
 25 Pawn 34 to 27 \*  
 (h) 26 Knight 46 to 52  
 27 Knight 52 to 46  
 28 Bishop 45 to 18 +  
 29 Bishop 26 to 19\* +  
 30 Knight 46 to 36 +  
 31 Pawn 38 to 30  
 32 Pawn 29 to 21 +  
 33 Knight 36 to 26  
 34 Queen 63 to 36  
 35 Queen 36 to 28 \*  
 36 Knight 26 to 9  
 37 Queen 28 to 19 +  
 38 Queen 19 to 12 ⊕

BLACK.

- 22 Rook 4 to 1  
 (f) 23 Queen 12 to 4  
 24 Queen 4 to 6  
 25 Pawn 18 to 27 \*  
 (g) 26 Pawn 27 to 35  
 (h) 27 Pawn 14 to 22  
 28 King 11 to 10  
 29 King 10 to 19 \*  
 30 King 19 to 12  
 31 Bishop 21 to 7  
 32 King 12 to 5  
 33 Bishop 13 to 20  
 34 Pawn 23 to 31  
 35 Rook 1 to 3  
 36 Rook 3 to 2  
 37 King 5 to 13

(g) If, instead of this, you had given check, by moving to 26, you would have entangled your Bishop, and lost many moves.

(h) You play this with a view to pursue your attack on his Pawn.

(f) This is to enable you afterwards to move your Queen to 6, for the support of your Pawn 14.

(g) This prevents your adversary moving his Knight 52 to 35, and gains you a move. (See Game 7.)

(h) You have now lost, because your adversary's Bishops have got a free passage into your game.

## GAME V.

*(Second of Philidor's Second Party.)*

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Bishop 62 to 35	2 Pawn 11 to 19
3 Pawn 52 to 36	3 Pawn 12 to 28
4 Pawn 37 to 28 *	4 Pawn 19 to 28 *
5 Bishop 35 to 26 +	5 Bishop 3 to 12
6 Bishop 26 to 12* +	6 Knight 2 to 12 *
7 Pawn 36 to 29 *	7 Knight 12 to 29 *
8 Queen 60 to 53	8 Queen 4 to 13
9 Knight 58 to 43	9 King Castles to 3
10 Bishop 59 to 38	10 Knight 29 to 19
11 King Castles to 59	11 Queen 13 to 53 *
12 Knight 63 to 53 *	12 Pawn 28 to 36
13 Knight 43 to 37	13 Pawn 14 to 22
14 Pawn 56 to 40	14 Pawn 16 to 32
15 Rook 64 to 48	15 Knight 7 to 24
16 Bishop 38 to 24 *	16 Rook 8 to 24 *
17 Rook 48 to 44	17 Rook 4 to 5
18 Knight 53 to 36 *	18 Knight 19 to 34
19 Rook 44 to 45	19 Knight 34 to 49* +
20 King 59 to 58	20 Knight 49 to 34
21 Knight 37 to 20 +	21 The game is lost.

## GAME VI.

*(Third of Philidor's Second Party.)*

WHITE.	BLACK.
1 to 7; as Game 4.	1 to 7; as Game 4.
8 Queen 36 to 54	8 Pawn 27 to 35
9 Bishop 44 to 53	9 Pawn 28 to 36

WHITE.

- 10 Pawn 51 to 43  
 11 Bishop 53 to 46  
 12 Pawn 50 to 42  
 13 Pawn 49 to 33  
 14 Pawn 33 to 26 \*  
 15 Knight 63 to 46 \*  
 16 Bishop 59 to 45  
 17 Pawn 43 to 35  
 18 Knight 58 to 52  
 (a) 19 King Castles to 63

(a) If you had castled on 59, you would have lost the game in a few moves.

BLACK.

- 10 Pawn 36 to 44  
 11 Bishop 21 to 28  
 12 Pawn 10 to 26  
 13 Pawn 35 to 42 \*  
 14 Bishop 28 to 46 \*  
 15 Knight 2 to 12  
 16 Rook 1 to 2  
 17 Knight 12 to 18  
 18 Bishop 6 to 34  
 (a) 19 The game is lost.

(a) Because your Pawns are separated, and likely to be taken; whilst the White Pawns are well situated and well sustained.

GAME VII.

(Fourth of Philidor's Second Party.)

WHITE.

1 to 25; as Game 4.

*Situation of the White.*

King 64, Queen 63, Rook 57, Bishops 26 and 45, Knights 46 and 51, Pawns 29, 33, 38, 39, 43, and 48.

- 26 Knight 46 to 52  
 27 Knight 52 to 42  
 28 Bishop 45 to 18 +  
 29 Knight 42 to 27 +  
 30 Bishop 18 to 27 \*  
 31 Rook 57 to 58  
 32 Bishop 27 to 20 +  
 33 Queen 63 to 18 +

BLACK.

1 to 25; as Game 4.

*Situation of the Black.*

King 11, Queen 6, Rooks 1 and 8, Bishops 13 and 21, Knight 19, Pawns 14, 23, 25, 27, 28, and 40.

- 26 Pawn 14 to 22  
 27 Pawn 27 to 35  
 28 King 11 to 10  
 29 Bishop 13 to 27 \*  
 30 Queen 6 to 3  
 31 King 10 to 11  
 32 King 11 to 4  
 33 The game is lost.

## BLACK.

- .17 Rook 1 to 6  
 (g) 18 Pawn 11 to 27  
 19 Pawn 20 to 29 \*  
 20 Bishop 18 to 11  
 21 Rook 22 to 46  
 (h) 22 Queen 13 to 14  
 23 Queen 14 to 38 +  
 (i) 24 Rook 46 to 44 \*  
 25 Queen 38 to 30  
 26 Queen 30 to 37 \*

(g) This move is to induce your adversary to push forward his Pawn 36 to 28, which would then be stopped by your Pawn 20 (by which means his Pawn 37 would be left useless) and also prevent him attacking your Pawn 16 with his Bishop 44, by moving his Pawn 37 to 29.

(h) This is to enable you to give check, by afterwards moving to 38. If, instead of this, you had moved your Pawn 16 to 24, to prevent the attack of his Knight 37 to 31, he would have moved his Pawn 28 to 20, and gained the game.

(i) This move is to protect your Pawn 16; and the Bishop 44 was the most dangerous Piece which opposed you; it also enables you to move your Queen to 46, attacking his Rook 60, in case he did not take your Rook 44.

## WHITE.

- 17 King Castles to 59  
 (e) 18 Pawn 37 to 29  
 19 Pawn 36 to 28  
 (f) 20 Knight 52 to 37  
 21 Queen 47 to 55  
 22 Knight 37 to 31  
 23 King 59 to 58  
 24 Rook 60 to 44 \*  
 (g) 25 Queen 55 to 37  
 26 Knight 31 to 37 \*

(e) It is better for you to sacrifice this Pawn, than to move Pawn 36 to 28; because an opening is made for your Pawn 36, which you must push forward, sustaining it with the others, and try to make a Queen of it; for, although his Pawn 20, when moved to 29, appears to have the same advantage of pushing for a Queen, yet the difference is great; because his Pawn, being separated from its comrades, is liable to be taken by some of your Pieces.

(f) This move obstructs the passage of your adversary's Pawn 29, which already stands in the way of his Bishop 11 and Knight 12.

(g) Having a Rook against a Bishop at the end of a game, it is advantageous to you to change Queens, particularly as his is at present troublesome to you where he has just played it; you force him to change, if he will save his being Check-mated.



BLACK.  
 27 Rook 6 to 38  
 28 Pawn 27 to 35  
 29 Knight 12 to 27  
 30 Knight 27 to 21 \*  
 31 Rook 38 to 22  
 32 Rook 22 to 21 \*  
 33 The game is lost.

WHITE.  
 27 Knight 37 to 31  
 28 Rook 44 to 47  
 29 Knight 31 to 21  
 30 Pawn 28 to 21 \*  
 31 Rook 64 to 60  
 32 Rook 60 to 12

# GAME IX.

(Second of Philidor's Third Party.)

(The Black moves first.)

BLACK.  
 1 Pawn 13 to 29  
 2 Knight 7 to 22  
 ♖ 3 Pawn 12 to 28  
 (a) 4 Pawn 28 to 37 \*  
 5 Knight 22 to 39  
 ♖ 6 Pawn 14 to 30  
 7 Pawn 11 to 27  
 8 Knight 2 to 19  
 9 Pawn 16 to 32  
 10 Knight 39 to 24  
 11 Knight 19 to 25

WHITE.  
 1 Pawn 53 to 37  
 2 Pawn 52 to 44  
 3 Pawn 54 to 38  
 4 Pawn 38 to 29 \*  
 5 Pawn 44 to 36  
 6 Bishop 62 to 35  
 7 Pawn 51 to 43  
 8 Knight 63 to 53  
 9 Pawn 56 to 48  
 10 King Castles to 63  
 11 Bishop 35 to 26 +

♖ See Game 8.

(a) If, instead of this, you had taken his Pawn 38 with Pawn 29 he would have pushed his Pawns 37 to 29, attacking your Knight 22, and afterwards have taken your Pawn 38 with his Bishop 59.

♖ See Game 81.

BLACK.		WHITE.	
	12 Bishop 3 to 12		12 Bishop 26 to 12 *
	13 Queen 4 to 12 *		13 Pawn 36 to 28
(b)	14 Pawn 27 to 35	(a)	14 Pawn 50 to 34
(c)	15 Pawn 35 to 42 *		15 Pawn 49 to 42 *
	16 Pawn 10 to 18		16 Bishop 59 to 45
	17 Bishop 6 to 13	(b)	17 Knight 53 to 38
	18 Knight 24 to 7		18 Knight 38 to 23
	19 Rook 8 to 16		19 Pawn 29 to 21
	20 Queen 12 to 10		20 Pawn 28 to 20
	21 Bishop 13 to 22		21 Rook 62 to 30 *
	22 King Castles to 3		22 Rook 30 to 25 *
	23 Pawn 18 to 25 *		23 Rook 57 to 25 *
	24 Pawn 9 to 17		24 Rook 25 to 27. +
	25 King 3 to 2		25 Rook 27 to 11
	26 Queen 10 to 26		26 Knight 58 to 41
	27 Queen 26 to 30		27 Knight 41 to 35
(d)	28 Queen 30 to 23 *		28 Bishop 45 to 9 +
	29 King 2 to 1		29 Knight 35 to 18 ⊕

(b) By preventing your adversary moving his Pawn 43 to 35, you cut off the communication betwixt his Pawns 43 and 28.

(c) By this move you take the Pawn 34.

Mr. Philidor inserts among the Laws of Chess that "a Pawn, on its first moving (two squares, may, in passing, be taken by any Pawn which might have taken it if it had been pushed but one square." But this law is not generally adopted; indeed, it is a case which very seldom occurs.

(d) By your taking this Knight, you hasten the conclusion of the game against you,

(a) This move obliges your adversary either to remove his Knight 25, and thereby sacrifice it; or to take your Pawn 34 with his Pawn 35, which commands the square over which it passed (see the opposite note c); you will thus be enabled to make good the communication betwixt your Pawns.

(b) Although this Knight appears at present of very little consequence, it is it in the end that gives the decisive blow; its principal use at present is, to keep your adversary's Pieces, in some measure, locked up, till you have time to prepare the check-mate,

GAME X.

(Third of Philidor's Third Party.)

(The Black moves first.)

BLACK.	WHITE.
1 Pawn 13 to 29	1 Pawn 53 to 37
2 Knight 7 to 22	2 Pawn 52 to 44
3 Bishop 6 to 27	3 Pawn 54 to 38
4 Pawn 12 to 20	4 Pawn 51 to 43
♟ 5 King Castles to 7	5 Pawn 38 to 30
6 Pawn 20 to 28	6 Queen 60 to 46
7 Pawn 28 to 37 *	7 Pawn 44 to 37 *
8 Pawn 9 to 25	8 Pawn 55 to 39
9 Queen 4 to 20	9 Pawn 39 to 31
10 Knight 22 to 5	10 Bishop 62 to 35
11 Pawn 11 to 19	11 Queen 46 to 32
12 Pawn 10 to 26	12 Pawn 31 to 23
13 Pawn 16 to 24	13 Bishop 35 to 14* +
14 King 7 to 8	14 Bishop 59 to 24 *
15 Knight 5 to 22	15 Queen 32 to 40
16 Rook 6 to 14 *	16 Pawn 23 to 14 *
17 Queen 20 to 13	17 Bishop 24 to 31 +
18 Knight 22 to 16	The game is lost.

♟ See Game 8.

GAME XI.

(Fourth of Philidor's Third Party.)

(The Black moves first.)

BLACK.	WHITE.
1 to 9; as Game 8.	1 to 9; as Game 8.
10 King Castles to 3	10 King Castles to 63
11 Pawn 16 to 24	11 Knight 58 to 52
12 Pawn 15 to 31	12 Bishop 98 to 45

## BLACK.

13 Rook 4 to 7  
 14 Pawn 24 to 32  
 15 Bishop 39 to 46 \*  
 16 Pawn 31 to 39  
 17 Pawn 11 to 19  
 18 Bishop 18 to 11  
 19 Pawn 32 to 40  
 20 Rook 8 to 32  
 21 Pawn 20 to 28  
 22 Knight 22 to 5  
 23 Pawn 19 to 26 \*  
 24 Pawn 9 to 17  
 25 Pawn 14 to 22  
 26 Pawn 10 to 17 \*  
 27 King 3 to 4  
 28 Knight 12 to 2  
 29 King 4 to 12  
 30 King 12 to 3  
 31 The game is lost.

## WHITE.



13 Pawn 50 to 34  
 (a) 14 Pawn 49 to 33  
 15 Queen 53 to 46 \*  
 16 Queen 46 to 53  
 17 Pawn 33 to 25  
 18 Pawn 43 to 35  
 19 Rook 62 to 58  
 20 Pawn 35 to 27  
 21 Pawn 37 to 29  
 22 Pawn 34 to 26  
 23 Rook 58 to 26 \*  
 24 Rook 26 to 34  
 25 Bishop 44 to 17 \*  
 26 Queen 53 to 17\*+  
 27 Queen 17 to 1 +  
 28 Pawn 25 to 17  
 29 Queen 1 to 28\*+  
 30 Pawn 17 to 9

(a) If, instead of this, you had attacked his Bishop 39 with your Pawn 56, he would have taken your Knight 46 with his Bishop 39, and afterwards attacked your King with his Pawns 31 and 32, which would probably have lost you the Game.

# GAME XII.

(Philidor's Fourth Party.)


(The Black moves first.)

BLACK.		WHITE.	
	1 Pawn 13 to 29		1 Pawn 53 to 37
(a)	2 Pawn 11 to 19		2 Pawn 52 to 36
	3 Pawn 29 to 36 *		3 Queen 60 to 36 *
(b)	4 Pawn 12 to 20		4 Pawn 54 to 38
(c)	5 Pawn 14 to 30 	(a)	5 Pawn 37 to 29
(d)	6 Pawn 20 to 28 		6 Queen 36 to 54

(a) This is bad play; because by your adversary pushing his Pawn 52 to 36, you lose the advantage of the move.

(b) If, instead of this; you had moved your Knight 7 to 13, he would have moved his Pawn 37 to 29; and afterwards supported it by moving his Pawn 54 to 38.

(c) If, instead of this, you had moved your Bishop 3 to 21; he would have played his Bishop 62 to 44, the game would then have been in the same situation as at move 6 of game 4; or, if you had attacked his Queen by pushing your Pawn 19 to 27, it would have been bad play. See note (g) Game 8.

 See Game 13.

(d) If, instead of this, you had taken his Pawn 29, he would have exchanged Queens with you, and prevented you from *castling*, by forcing your King to move, thereby preserving the attack upon you.

 See Game 14.

(a) It is a general rule, that you must avoid changing your King's Pawn (37) for your adversary's King's Bishop's Pawn (30). You are to observe the same rule with regard to your Queen's Pawn; and his Queen's Bishop's Pawn; because it is proved that the King's and Queen's Pawns are better than the others, as they occupy the centre, and prevent your adversary's Pieces taking the most advantageous situations.

## BLACK.

- 7 Bishop 3 to 21  
 8 Knight 2 to 12  
 9 Bishop 6 to 27  
 10 Queen 4 to 18  
 11 Bishop 27 to 36 \*  
 12 Knight 7 to 13  
 13 King Castles to 7  
 (d) 14 Queen 18 to 11  
 15 Pawn 15 to 23  
 16 Pawn 10 to 18  
 17 Pawn 19 to 27  
 18 Pawn 27 to 36 \*  
 19 Knight 12 to 27

## WHITE.

- 7 Knight 63 to 46  
 8 Knight 46 to 36  
 9 Pawn 51 to 43  
 10 Bishop 59 to 45  
 (b) 11 Pawn 43 to 36 \*  
 12 Bishop 62 to 44  
 13 Pawn 56 to 48  
 14 Pawn 55 to 39  
 (c) 15 Pawn 39 to 31  
 16 Knight 58 to 43  
 (d) 17 King Castles to 59  
 18 Bishop 45 to 36 \*  
 (e) 19 Pawn 48 to 40

(d) You remove your Queen so enable you to commence an attack with your Pawns.

(b) When you have two bodies of Pawns separated, you must always strengthen the strongest side, by uniting at the centre as many Pawns as you possibly can.

(c) By this move you obstruct his game. You will always have it in your power to make an opening, by pushing forward your Pawn 48, as soon as your Pieces are all ready to form and sustain your attack.

(d) You castle on this side, that you may have a more free attack on the other. If, instead of *castling*, you had taken his Pawn 27, he would have retaken your Pawn with his Pawn 18, and thereby united his Pieces in the centre, which would have been advantageous to him.

(e) Had you taken his Knight 36 with your Bishop 36, it would have given him the same advantage as stated in the above note.

BLACK.		WHITE.	
	20 Knight 27 to 44* +		20 Rook 60 to 44 *
(e)	21 Bishop 21 to 14		21 Pawn 40 to 32
(f)	22 Pawn 18 to 26		22 Rook 44 to 48
	23 Pawn 26 to 34		23 Pawn 29 to 21
(g)	24 Bishop 14 to 5		24 Pawn 32 to 23 *
	25 Bishop 5 to 23 *		25 Rook 48 to 16 *
	26 Bishop 23 to 16 *		26 Rook 64 to 16 *
	27 King 7 to 16 *		27 Queen 54 to 40 +
(h)	28 King 16 to 7	(f)	28 Queen 40 to 8 ⊕

(e) This is to enable you to replace your Pawn 23 with your Bishop, in case it should be taken.

(f) For the purpose of attacking his Knight 43, which covers his King.

(g) Had you taken the Pawn 21, instead of retiring, it would have been equally disadvantageous to you.

(h) If you had moved to 23, his Queen would have given you check-mate on 24.

(f) You are to observe, that if you can succeed in making an opening upon the adversary's King with two or three Pawns, you are certain to win the game.

## GAME XIII.

(Second of Philidor's Fourth Party.)

(The Black moves first.)

BLACK.		WHITE.	
	1 to 4; as Game 12.		1 to 4; as Game 12.
	5 Pawn 19 to 27		5 Bishop 62 to 26 +
	6 Bishop 3 to 12		6 Bishop 26 to 12* +
	7 Queen 4 to 12 *		7 Queen 36 to 44

BLACK.		WHITE.	
8 Knight	2 to 19	8 Pawn	51 to 35
9 Knight	19 to 34	9 Queen	44 to 53
10 Bishop	6 to 13	10 Knight	58 to 43
11 Bishop	13 to 22	11 Knight	43 to 28
12 Knight	34 to 28 *	12 Pawn	37 to 28* +
13 Knight	7 to 13	13 Knight	63 to 46
14 King	<i>Castles</i> to 7	14 Queen	53 to 44
15 Rook	6 to 5	15 King	61 to 54
16 Knight	13 to 30	16 Pawn	56 to 40
17 Knight	30 to 36	17 Bishop	59 to 45
18 Knight	36 to 46 *	18 King	54 to 46 *
19 Bishop	22 to 50 *	19 Rook	57 to 58
20 Bishop	50 to 22	20 Pawn	55 to 39
21 Pawn	15 to 23	21 Pawn	39 to 31
22 Bishop	22 to 15	22 Pawn	40 to 32
23 Rook	5 to 13	23 Rook	64 to 40
24 Rook	1 to 5	24 Bishop	45 to 52
25 Rook	13 to 37	25 Pawn	32 to 23 *
26 Pawn	16 to 23 *	26 Rook	58 to 64
27 Pawn	10 to 26	27 Bishop	52 to 43
28 Rook	37 to 45 +	28 King	46 to 54
29 Rook	45 to 44 *	29 Rook	40 to 8 +
30 Bishop	15 to 8 *	30 Rook	64 to 8* ⊕

## GAME XIV.

*(Third of Philidor's Fourth Party.)**(The Black moves first.)*

BLACK.		WHITE.	
1 to 5;	as Game 12.	1 to 5;	as Game 12.
6 Queen	4 to 11	6 Bishop	62 to 35
7 Pawn	20 to 29 *	7 Pawn	38 to 29 *
8 Pawn	19 to 27	8 Queen	36 to 28



BLACK.	WHITE.
9 Knight 2 to 19	9 Knight 63 to 46
10 Knight 19 to 34	10 Queen 28 to 60
11 Pawn 9 to 17	11 Pawn 49 to 33
12 Knight 7 to 13	12 King Castles to 63
13 Pawn 15 to 23	13 Bishop 59 to 31
14 Bishop 6 to 15	14 Bishop 31 to 22
15 Knight 13 to 7	15 Bishop 22 to 15 *
16 Queen 11 to 15 *	16 Knight 46 to 31
17 Knight 7 to 24	17 Knight 58 to 43
18 Knight 34 to 19	18 Queen 60 to 28
19 Knight 19 to 13	19 Queen 28 to 20
20 Bishop 3 to 12	20 Pawn 29 to 21
21 Bishop 12 to 19	21 Rook 57 to 60
22 Knight 24 to 39	22 Queen 20 to 12 +
23 Bishop 19 to 12 *	23 Pawn 21 to 12* +
24 King 5 to 4	24 Knight 31 to 21 ⊕

## GAME XV.

(First Gambit.\*)

\* **GAMBIT** means that kind of game which begins with pushing the King's Pawn and the King's Bishop's Pawn two squares each, instead of making one defend the other; or the Queen's Pawn and the Queen's Bishop's Pawn. The Pawn first pushed is called the **GAMBIT PAWN**. This game is founded rather on experiment, than on system. The surrender of the Pawn, indeed, is a common feature in all the Gambits; but afterwards the moves vary so much, and depend so greatly on the spirit of the player, that little connexion can be discovered. It appears, however, that a Gambit, equally well played on both sides, will be indecisive; though the power, which he who sacrifices the Pawn has, of always attacking, will be fatal, unless his opponent plays uniformly well the first ten or twelve moves.—In the attack of Gambits, the King's Bishop is undoubtedly the best Piece, and the King's Pawn the best Pawn.

When a Piece is given to your adversary, playing the Gambit is not advantageous to you.

## WHITE.

- 1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Knight 63 to 46  
 (a) 4 Bishop 62 to 35  
 (b) 5 Pawn 56 to 40  
     6 Pawn 52 to 36  
     7 Pawn 51 to 43  
     8 Queen 60 to 53  
 (c) 9 Pawn 55 to 47  
     10 Pawn 40 to 31 \*  
     11 Rook 64 to 8 \*  
     12 Bishop 59 to 31 \*

(a) If, instead of this, you had pushed forward your Pawn 53 to 40, your adversary would have gained the attack upon you. See Games 76 and 78.

(b) This move is to make him push forward his Pawn 16 to 24; by which you keep his Knight 7 confined; nor can he then get out without leaving his Pawns exposed to be taken.

(c) It is very material in the attack of Gambits, not to spare your Pawns on the King's side; and even to sacrifice them all, if it be requisite, though merely for the sake of your adversary's King's Pawn; because it hinders your Bishop 59 from coming into play, and joining the Pieces that form your attack.

## BLACK.

- 1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 3 Pawn 15 to 31  
 (a) 4 Bishop 6 to 15  
 (b) 5 Pawn 16 to 24  
 ♟ 6 Pawn 12 to 20  
 ♟ 7 Pawn 11 to 19  
 ♟ 8 Bishop 3 to 39  
     9 Pawn 38 to 47 \*  
     10 Pawn 24 to 31 \*  
     11 Bishop 15 to 8 \*  
 (c) 12 Bishop 8 to 22

(a) If, instead of this, you had moved your Pawn 31 to 39 it would have made another game. See Game 17.

(b) There are two other ways of playing this:—The first, by moving your Pawn 14 to 22; in which case your adversary would have sacrificed his Knight 46 to your Pawn 22, and afterwards given you check with his Queen on 32, which would have lost you the game: the second, by moving your Pawn 31 to 39; for which see Game 18.

♟ See Game 19.

♟ See Games 20 and 21.

♟ See Game 22.

(c) If, instead of this, you had taken his Bishop 31, with your Queen, or had taken his Knight 46 with your Bishop 39, you would have lost the game.

WHITE.		BLACK.	
13 Bishop	31 to 22 *	13 Queen	4 to 22 *
14 Knight	58 to 52	14 Knight	2 to 12
15 King	<i>Castles</i> to 59	15 King	<i>Castles</i> to 3
16 Rook	60 to 63	16 Queen	22 to 38
17 Queen	53 to 55	17 Pawn	14 to 30
18 Queen	55 to 47 *	18 Queen	38 to 47 *
19 Rook	63 to 47 *	19 Pawn	30 to 37 *
20 Bishop	35 to 7 *	20 Bishop	39 to 46 *
21 Knight	52 to 46 *	21 Pawn	37 to 46 *
22 Bishop	7 to 14	22 Rook	4 to 6
23 Rook	47 to 46 *	23 King	3 to 11
(d) 24 King	59 to 52	24 Pawn	19 to 27
25 Bishop	14 to 32	25 Rook	6 to 46 *
26 Bishop	32 to 46 *	(d) 26 A drawn game.	

(d) If, instead of this, you had moved your Pawn 43 to 35, you would have lost the game; because your adversary, by moving his Pawn 19 to 27, would have forced you to take it with your Pawn 36; and afterwards attacked your Rook and Bishop, by moving his Knight 12 to 29.

(d) After the last move of the White, it is evidently a drawn game, unless some very great error is committed.

## GAME XVI.

(*Second of the First Gambit.*)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Pawn	15 to 31

WHITE.	
♟ 4 Pawn	56 to 40
5 Knight	46 to 29
6 Bishop	62 to 35
7 Pawn	52 to 36
8 Knight	29 to 44
9 Knight	58 to 43
10 Queen	60 to 53
11 Pawn	55 to 46 *
12 Queen	53 to 46 *
13 Queen	46 to 45
14 Knight	44 to 38
15 Bishop	59 to 52
16 Queen	45 to 38 *
17 Bishop	35 to 44
18 Knight	43 to 37 *
19 King	Castles to 59
20	The game is lost.

BLACK.	
♞ 4 Pawn	31 to 39
♞ 5 Pawn	16 to 32
6 Rook	8 to 16
7 Pawn	12 to 20
8 Queen	4 to 13
9 Knight	7 to 22
10 Pawn	38 to 46
11 Pawn	39 to 46 *
12 Bishop	3 to 39
13 Bishop	6 to 24
14 Pawn	11 to 19
15 Bishop	24 to 38 *
16 Pawn	20 to 28
17 Knight	22 to 37 *
18 Pawn	14 to 30
(a) 19 Pawn	30 to 37 *

♟ See Games 15 and 17.

♞ See Games 78 and 80.





(a) Having now recovered a Pawn on your King's line, which you lost on the 11th move, and sustained as it is, being equal to one of the best Pieces, you undoubtedly must win the game.

## GAME XVII.

(Third of the First Gambit.)







WHITE.	
1 Pawn	53 to 37
2 Pawn	54 to 38
3 Knight	63 to 46

BLACK.	
1 Pawn	13 to 29
2 Pawn	29 to 38 *
3 Pawn	15 to 31

WHITE.		BLACK.	
	4 Bishop 62 to 35		4 Pawn 31 to 39
	5 Knight 46 to 29		5 Queen 4 to 40 +
	6 King 61 to 62		6 Knight 7 to 24
	7 Pawn 52 to 36		7 Pawn 12 to 20
	8 Knight 29 to 44		8 Pawn 38 to 46
	9 Pawn 55 to 47		9 Queen 40 to 48 +
	10 King 62 to 54		10 Queen 48 to 55 +
	11 King 54 to 45	(a)	11 Knight 24 to 7
	12 Knight 44 to 38		12 Bishop 6 to 24
	13 Bishop 35 to 62		13 Queen 55 to 64 *
	14 Bishop 62 to 26 +		14 Knight 2 to 12
	15 Queen 60 to 64 *		15 The game is lost.
 See Game 16.		 See Games 15 and 18. (a) This is to make room for your attacking your adversary's King with your Bishop 6.	

# GAME XVIII.

(Fourth of the First Gambit.)

WHITE.		BLACK.	
	1 Pawn 53 to 37		1 Pawn 13 to 29
	2 Pawn 54 to 38		2 Pawn 29 to 38 *
	3 Knight 63 to 46		3 Pawn 15 to 31
	4 Bishop 62 to 35		4 Bishop 6 to 15
	5 Pawn 56 to 40		5 Pawn 31 to 39
	6 Knight 46 to 31		6 Knight 7 to 24
	7 Pawn 52 to 36		7 Pawn 14 to 22
 See Game 16.		 See Game 17.  See Game 15.	

## GAME OF CHESS.

## WHITE.

- 8 Bishop 59 to 38 \*  
 9 Pawn 51 to 43  
 10 Pawn 40 to 31 \*  
 11 Queen 60 to 42  
 12 Knight 58 to 52  
 13 King Castles to 63

## BLACK.

- 8 Pawn 12 to 20  
 9 Pawn 22 to 31 \*  
 10 Knight 24 to 7  
 11 Queen 4 to 13  
 12 Queen 13 to 6  
 (a) 13 The game is lost.

(a) Because your adversary, by playing his Bishop 38, attacks your Queen with his Rook 62; or if you move your Queen, he attacks your Knight 7 with his Bishop 35, and Queen 42.

## GAME XIX.

(Fifth of the First Gambit.)

## WHITE.

- 1 to 5; as Game 15.  
 6 Pawn 52 to 36  
 (a) 7 Pawn 37 to 29  
 8 Bishop 35 to 42  
 9 Pawn 49 to 33  
 (b) 10 Knight 58 to 52  
 11 Knight 52 to 37  
 12 Knight 37 to 20 +

(a) You move this to preserve your Gambit Pawn 29 from your adversary's meditated attack with his Pawn 12.

(b) This Knight which appeared insignificant in his situation, is now the very Piece that will win the game, without the possibility of your adversary's hindering it.


## BLACK.

- 1 to 5; as Game 15.  
 (a) 6 Pawn 11 to 19  
 7 Pawn 10 to 26  
 8 Pawn 9 to 25  
 9 Pawn 26 to 34  
 10 Bishop 3 to 17  
 11 Queen 4 to 18  
 12 The Game is lost.


(a) This move is to enable you afterwards to attack your adversary's Bishop 35, and Gambit Pawn 37, by pushing your Pawn 12 to 28.

GAME XX.

(Sixth of the First Gambit.)


WHITE.		BLACK.	
1 to 6;	as Game 15.	1 to 6;	as Game 15.
7 Pawn	51 to 43	 7 Bishop	3 to 39
8 Queen	60 to 42	(a) 8 Bishop	39 to 32
9 Pawn	40 to 31 *	9 Pawn	24 to 31 *
10 Rook	64 to 32 *	10 Rook	8 to 32 *
(a) 11 Bishop	35 to 14*+	11 The Game	is lost.


(a) By this move, besides giving your adversary check, you gain his Rook, and must inevitably win the game.

 See the following Game.  
(a) If, instead of this, you had supported your Pawn 14 (which your adversary's Bishop 35 attacks) by moving your Queen to 13, he would then have taken your Pawn 10 with his Queen, and afterwards your Rook.

OR

(Seventh of the First Gambit.)

WHITE.		BLACK.	
1 to 6;	as Game 15.	1 to 6;	as Game 15.
7 Pawn	51 to 43	 7 Bishop	3 to 21
8 Bishop	35 to 21 *	8 Pawn	14 to 21 *
9 Queen	60 to 42	(a) 9 Queen	4 to 3

 See Game 20.  
(a) This move defends your Pawns 10 and 21 against the attack of your adversary's Queen.

## WHITE.

- 10 Pawn 40 to 31 \*  
 11 Rook 64 to 8 \*  
 12 Knight 46 to 31 \*  
 13 Bishop 59 to 38 \*  
 14 Knight 58 to 52  
 15 King Castles to 59  
 16 Rook 60 to 64  
 17 Rook 64 to 8 \*  
 18 Queen 42 to 21 \* +  
 (a) 19 Knight 31 to 14 ⊕

## BLACK.

- 10 Pawn 24 to 31 \*  
 11 Bishop 15 to 8 \*  
 12 King 5 to 13  
 13 Knight 2 to 19  
 14 Pawn 9 to 25  
 15 Pawn 10 to 26  
 16 Knight 7 to 22  
 17 Queen 3 to 8 \*  
 18 King 13 to 4

(a) If your adversary had moved his King to 6, your Queen could have check-mated him on 14.

## GAME XXI.

(*Eighth of the First Gambit.*)

## WHITE.

- 1 to 7; as Game 15.  
 8 Queen 60 to 53  
 9 Bishop 35 to 21 \*  
 10 Pawn 37 to 29  
 11 Pawn 36 to 29 \*  
 12 Pawn 55 to 47  
 13 Pawn 47 to 38 \*  
 14 Queen 53 to 46 \*  
 15 Knight 58 to 52  
 16 Pawn 50 to 34  
 17 Knight 52 to 37  
 18 Bishop 59 to 45  
 19 Bishop 45 to 27  
 20 Pawn 49 to 33

## BLACK.

- 1 to 7; as Game 15.  
 8 Bishop 3 to 21  
 9 Pawn 14 to 21 \*  
 10 Pawn 20 to 29 \*  
 11 Knight 2 to 12  
 12 Pawn 31 to 39  
 13 Pawn 39 to 46 \*  
 14 Queen 4 to 13  
 15 King Castles to 3  
 16 Pawn 24 to 32  
 17 Knight 12 to 18  
 18 Knight 7 to 24  
 19 Queen 13 to 11  
 20 Bishop 15 to 6



WHITE.		BLACK.	
21 Pawn	33 to 25	21 Bishop	6 to 27 *
22 Pawn	34 to 27 *	22 Knight	18 to 12
23 Knight	37 to 20 +	23 King	3 to 2
24 Rook	57 to 58	24 Knight	12 to 27 *
25 Knight	20 to 10 *	25 Knight	27 to 10 *
26 Pawn	25 to 17	26 King	2 to 1
27 Rook	58 to 10 *	27 Queen	11 to 3
28 Rook	64 to 56	28 Rook	4 to 12
29 Rook	56 to 50	29 Rook	8 to 16
30 Queen	46 to 19 *	30 The Game	is lost.

## GAME XXII.



(Second Gambit.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	18 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Bishop	62 to 35	(a) 3 Queen	4 to 40 +
4 King	61 to 62	(b) 4 Pawn	15 to 31
5 Knight	63 to 46	(c) 5 Queen	40 to 32

(a) It would have been better to have moved your Pawn 14 to 30, instead of this move, as you will see by Game 23.

(b) There are two other ways of playing this move. See Games 24 and 25.

(c) If you had moved your Queen to 24, your adversary would have attacked your Pawn 14 by moving his Knight 46 to 29. If to 39, he would have taken your Pawn 14 with his Bishop 25; and, probably, by his next move, have taken your Queen.


WHITE.		BLACK.	
	6 Pawn 52 to 36		6 Pawn 12 to 20
(a)	7 Pawn 51 to 43		7 Bishop 3 to 39
	8 King 62 to 54		8 Knight 7 to 22
	9 Queen 60 to 53		9 Knight 2 to 12
	10 Pawn 56 to 40		10 Bishop 39 to 46 *
	11 Queen 53 to 46 *		11 Queen 32 to 46* +
(b)	12 King 54 to 46 *		12 Pawn 31 to 39 +
	13 King 46 to 38 *		13 Bishop 6 to 24 +
(c)	14 King 38 to 30		14 Bishop 24 to 59 *
	15 Rook 64 to 59 *		15 Pawn 16 to 32
	16 Knight 58 to 52		16 King 5 to 13
	17 Rook 59 to 62		17 Pawn 11 to 19
	18 Rook 57 to 61		18 Pawn 10 to 26
	19 Bishop 35 to 42		19 Pawn 9 to 25

(a) It is essential in the Gambits to play this Pawn, to enable you afterwards to move your Queen to 42; by which you strengthen your position, and perplex your adversary. See Games 19 and 20.

(b) It is a general rule always to unite your Pawns, and bring them into the centre; but this case is an exception; for, by taking with your King, you are sure to gain a Pawn; and the Queens having been exchanged, your King has nothing to fear; for by bringing him into play, he may be as useful to you as any of your other Pieces.

(c) Your King would not have been safe on this square, if your adversary had yet a Bishop on a white square; but as it is, he sustains all your Pawns.

 See Game 26.

 See Game 27.

WHITE.		BLACK.	
	20 Pawn 37 to 29		20 Pawn 20 to 29 *
	21 Pawn 36 to 29 *		21 Knight 22 to 28
(d)	22 Knight 52 to 37		22 Knight 12 to 18
	23 Knight 37 to 22	(d)	23 Rook 1 to 4
	24 Pawn 29 to 21	(e)	24 Rook 4 to 20
	25 Pawn 21 to 14* +		25 King 13 to 14 *
	26 King 30 to 31	(f)	26 King 14 to 15
	27 Knight 22 to 32* +		27 King 15 to 16
	28 Rook 62 to 14 +		28 King 16 to 7
	29 Rook 14 to 10	(g)	29 Rook 20 to 4
(e)	30 Rook 10 to 18 *		30 The game is lost.

(d) If, instead of this, you had taken his Knight 28 with your Bishop 42, he would have retaken it with his Pawn 19, which would have stopped the progress of your Knight.

(e) As he cannot take your Rook 18 with his Knight 28, because he would discover check, you must inevitably win the game; which, it must be observed here, has been decided in your favour, by bringing your King into action at the 12th move.

(d) If you had taken his Knight 22 with your Knight 28, he would have retaken it with his Pawn 29; and afterwards attacked you with his Rook 61.


(e) If, instead of this, you had taken his Pawn 21 with your Pawn 14, you would have lost the game in a few moves.

(f) This move is to avoid a check by discovery, on your adversary moving his Knight from 22.

(g) If, instead of this, you had played your King to 6, your adversary would have given you check, by moving his Rook 10 to 2; by which you would have lost your Rook 8.

## GAME XXIII.

*(Second of the Second Gambit.)*

WHITE.		BLACK.	
	1 Pawn 53 to 37		1 Pawn 13 to 29
	2 Pawn 54 to 38		2 Pawn 29 to 38 *
	3 Bishop 62 to 35		3 Pawn 14 to 30
(a)	4 Pawn 37 to 30 *		4 Queen 4 to 40 +
	5 King 61 to 62	(a)	5 Pawn 38 to 46
	6 Bishop 35 to 7 *	(b)	6 Pawn 46 to 55* +
	7 King 62 to 55		7 Rook 8 to 7 *
	8 The game is lost.		

(a) This move is to show you that taking your adversary's Pawn 30, must cause you to lose the game.


 See Game 22.

(a) By this move you attack your adversary's Bishop 35 with your Queen.

(b) A very few moves after this must determine the game in your favour.

## GAME XXIV.

*(Third of the Second Gambit.)*

WHITE.		BLACK.	
	1 Pawn 53 to 37		1 Pawn 13 to 29
	2 Pawn 54 to 38		2 Pawn 29 to 38 *
	3 Bishop 62 to 35		3 Queen 4 to 40 +
	4 King 61 to 62		4 Bishop 6 to 27
	5 Pawn 52 to 36		5 Bishop 27 to 18
	6 Knight 63 to 46		6 Queen 40 to 39

 See Game 23.

# GAME OF CHESS.

69

## WHITE.

- 7 Bishop 35 to 14\* +  
 8 Pawn 56 to 48  
 9 Knight 58 to 43  
 (a) 10 Knight 43 to 53  
 11 Knight 46 to 29 +  
 12 Knight 29 to 23 \*

## BLACK.

- (a) 7 King 5 to 6  
 8 Queen 39 to 47  
 9 King 6 to 14 \*  
 10 Queen 47 to 23  
 11 King 14 to 5  
 12 The game is lost.

(a) If your adversary had declined taking your Bishop the last move, it would not have assisted his Queen, as it cannot possibly escape from you.

(a) If you had taken his Bishop 14, you would have lost your Queen; as he would have given you check, by moving his Knight 46 to 29.

# GAME XXV.

(Fourth of the Second Gambit.)

## WHITE.

- 1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Bishop 62 to 35  
 4 King 61 to 62  
 5 Knight 63 to 46  
 6 Pawn 52 to 36  
 7 Knight 58 to 43  
 8 Pawn 56 to 40  
 9 King 62 to 54  
 10 Pawn 55 to 46 \*  
 11 Pawn 40 to 31 \*  
 12 Knight 43 to 53  
 13 Knight 53 to 38 \*  
 14 Pawn 51 to 43  
 15 Bishop 35 to 44

## BLACK.

- 1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 (a) 3 Queen 4 to 40 +  
 4 Pawn 12 to 20  
 5 Bishop 3 to 39  
 6 Pawn 15 to 31  
 7 Queen 40 to 32  
 8 Pawn 16 to 24  
 9 Bishop 39 to 46 \*  
 10 Queen 32 to 23  
 11 Queen 23 to 31 \*  
 12 Knight 2 to 12  
 13 Queen 31 to 4  
 14 Knight 12 to 18  
 15 Queen 4 to 12

(a) See Game 23,

## WHITE.

16 Bishop	59 to 45	
17 Pawn	49 to 33	
18 Pawn	33 to 25	
19 Pawn	50 to 34	
20 Pawn	34 to 26	
21 Pawn	25 to 17	
22 Queen	60 to 42	
23 Bishop	44 to 26	*
24 Pawn	36 to 28	
25 Bishop	26 to 19	
26 Knight	38 to 44	
27 Knight	44 to 29	*
28 Pawn	46 to 38	
29 Bishop	45 to 36	
30 Pawn	43 to 36	*
31 King	54 to 46	
32 Rook	57 to 59	
33 Bishop	19 to 10	
34 Rook	59 to 3	+
35 Bishop	10 to 3	*
36 Rook	64 to 59	+
37 Queen	42 to 35	
(a) 38 Pawn	38 to 30	
39 Queen	35 to 19	
40 Pawn	28 to 19	*
41 Pawn	36 to 28	
42 Rook	59 to 64	
43 Rook	64 to 63	
44 Rook	63 to 7	
45 Rook	7 to 1	
46 Rook	1 to 2	+
47 Rook	2 to 10	+

## BLACK.

16 King	Castles to 3	
17 King	3 to 2	
18 Knight	18 to 3	
19 Pawn	11 to 19	
20 Pawn	19 to 26	*
21 Pawn	10 to 18	
22 Knight	7 to 22	
23 Queen	12 to 11	
24 Bishop	6 to 15	
25 Knight	22 to 12	
26 Knight	12 to 29	
27 Bishop	15 to 29	*
28 Bishop	29 to 15	
29 Bishop	15 to 36	*
30 Queen	11 to 13	
31 Rook	4 to 7	
32 Rook	7 to 23	
33 Rook	8 to 7	
34 Rook	7 to 3	*
35 King	2 to 3	*
36 King	3 to 2	
37 Queen	13 to 12	
38 Rook	23 to 7	
39 Queen	12 to 19	*
40 King	2 to 11	
41 Pawn	24 to 32	
42 Rook	7 to 8	
43 Rook	8 to 16	
44 Pawn	18 to 26	
45 King	11 to 18	
46 King	18 to 11	
47 King	11 to 4	

(a) To prevent your adversary giving you check, by moving his Queen from 12 to 48.

WHITE.		BLACK.	
48 Pawn	37 to 29	48 Pawn	20 to 29 *
49 Pawn	28 to 20	49 King	4 to 3
50 Pawn	20 to 12 +	50 King	3 to 4
51 Rook	10 to 2 +	51 King	4 to 11
52 Pawn	12 to 4Q+	52 King	11 to 19 *
53 Rook	2 to 3 ⊕		

### GAME XXVI.

(Fifth of the Second Gambit.)

WHITE.		BLACK.	
1 to 8; as Game 22.		1 to 8; as Game 22.	
9 Queen	60 to 53	9 Bishop	39 to 46 *
10 Queen	53 to 46 *	10 Queen	32 to 46 *
11 Pawn	55 to 46 *	11 Bishop	6 to 15
12 Pawn	56 to 40	12 Pawn	16 to 24
13 Rook	64 to 63	13 Knight	22 to 16
14 Bishop	59 to 38 *	14 Bishop	15 to 36*+
15 Pawn	43 to 36 *	15 Pawn	31 to 38 *
16 Rook	63 to 15	16 Knight	2 to 19
17 Knight	58 to 43	17 Knight	19 to 36 *
18 Bishop	35 to 14*+	18 King	5 to 6
19 Rook	57 to 63	19 Knight	36 to 19
20 Bishop	14 to 42	20 Rook	1 to 4
21 Rook	15 to 14 +	21 King	6 to 5
22 Rook	63 to 15	22 Knight	16 to 6
23 Knight	43 to 28	23 Any where.	
24 Rook	14 to 13 ⊕		

## GAME XXVII.

*(Sixth of the Second Gambit.)*

WHITE.	BLACK.
1 to 10; as Game 22.	1 to 10; as Game 22.
11 Queen 53 to 46 *	11 Knight 22 to 39 +
12 King 54 to 63	12 Pawn 31 to 40 *
13 Bishop 59 to 38 *	13 Knight 39 to 22
14 Knight 58 to 41	14 Queen 32 to 46 *
15 Pawn 55 to 46 *	15 Knight 22 to 32
16 Rook 64 to 40 *	16 Knight 32 to 38 *
17 Rook 40 to 38 *	17 Pawn 14 to 22
18 King 63 to 54	18 King <i>Castles</i> to 3
19 Bishop 35 to 21	19 Bishop 6 to 13
20 Rook 57 to 64	20 King 3 to 2
21 Bishop 21 to 12 *	21 Rook 4 to 12 *
22 Rook 64 to 24	22 Pawn 10 to 18
23 Rook 38 to 30	23 Bishop 13 to 4
24 Rook 30 to 32	24 King 2 to 10
25 Pawn 46 to 38	25 Pawn 11 to 19
26 Pawn 38 to 30	26 The game is lost.

## GAME XXVIII.

*(Third Gambit.)*

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Pawn 54 to 38	2 Pawn 12 to 28

---

 See Game 29.



WHITE.		BLACK.	
	3 Pawn 37 to 28 *	♔	8 Queen 4 to 28 *
	4 Pawn 38 to 29 *		4 Queen 28 to 29* +
(a)	5 Bishop 62 to 53		5 Bishop 6 to 20
	6 Knight 63 to 46		6 Queen 29 to 13
	7 Pawn 52 to 36		7 Bishop 3 to 21
	8 King <i>Castles</i> to 63		8 Knight 2 to 12
	9 Pawn 51 to 35		9 Pawn 11 to 19
	10 Knight 58 to 43		10 Knight 7 to 22
	11 Bishop 53 to 44	♔	11 King <i>Castles</i> to 7
(b)	12 Bishop 59 to 31		12 Pawn 16 to 24
	13 Bishop 31 to 40	(a)	13 Queen 13 to 4
	14 Knight 43 to 37		14 Bishop 20 to 13
	15 Queen 60 to 53	(b)	15 Queen 4 to 11
	16 Knight 37 to 22 *		16 Knight 12 to 22 *
	17 Bishop 40 to 22 *		17 Bishop 13 to 22 *
	18 Queen 53 to 37	(c)	18 Pawn 15 to 23
	19 Knight 46 to 29	(d)	19 Bishop 22 to 29 *

(a) In this situation, the game appears equal on both sides; however, you have a small advantage, by having on your left wing four Pawns, whilst your adversary's are divided, three on each side, and separated from the centre.

(b) You play this to induce your adversary to push the Pawns that cover his King; if he had *castled* on the other side, this would have been bad play; as by moving his Pawn 16 to 24, he would have forced your Bishop to retire, or be exchanged for his Knight 22; either of which would have lost you the advantage of the attack,

♔ See Game 30.

♔ See Game 31.

(a) This move is to make room for your Bishop 20, to ward off your adversary's attack with his Knight 43.

(b) If, instead of this, you had taken his Knight 37 with your Knight 22, he would have retaken it with his Queen, and threatened you with check-mate.

(c) To prevent your adversary giving you check-mate with his Queen on 16.

(d) If you had not taken his Knight, he would have taken your Pawn 14 with it, which would have lost you the game,

WHITE.		BLACK.	
20 Pawn	36 to 29 *	(e) 20 Rook	1 to 4
21 Rook	62 to 22	(f) 21 Queen	11 to 12
22 Rook	22 to 23* +	22 Pawn	14 to 23
23 Queen	37 to 23* +	23 King	7 to 8
(c) 24 Queen	23 to 24* +	(g) 24 A drawn game.	

(c) If your adversary, instead of his last move, had covered the check with his Queen 12 to 15, you must have taken his Bishop with your Queen 23 to 21, which would have lost him the game.

(e) If, instead of this, you had attacked his Queen 37, by moving your Bishop 21 to 30, he would have taken it with his Rook 62; which would have made an opening on your King.

(f) This prevents him taking your Bishop 21 with his Rook 22; which would have lost you the game.

(g) The Queen giving a perpetual check on 23 and 24.

## GAME XXIX.

(Second of the Third Gambit.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	(f) 2 Pawn	12 to 20
3 Knight	63 to 46	3 Bishop	3 to 39
4 Bishop	62 to 35	4 Knight	2 to 19
5 Pawn	51 to 43	5 Bishop	39 to 46 *
6 Queen	60 to 46 *	6 Knight	7 to 22
7 Pawn	52 to 44	7 Knight	19 to 25
8 Bishop	35 to 26 +	8 Pawn	11 to 19
Bishop	26 to 33	9 Pawn	10 to 26

(f) See Game 28.

WHITE.

- 10 Bishop 33 to 51  
 11 Pawn 44 to 36  
 12 Pawn 43 to 36 \*  
 13 Bishop 59 to 45  
 14 Knight 58 to 52  
 15 Pawn 55 to 39  
 16 Knight 52 to 35 \*  
 17 Pawn 39 to 31  
 18 Pawn 56 to 40  
 19 King 61 to 60  
 20 Rook 57 to 59  
 21 Queen 46 to 32  
 22 Pawn 37 to 29  
 23 Queen 32 to 53  
 24 Pawn 40 to 32  
 25 Pawn 32 to 23 \*  
 26 Rook 64 to 16 \*  
 27 Queen 53 to 32 +  
 28 Queen 32 to 23 ⊕

BLACK.

- 10 Bishop 6 to 19  
 11 Pawn 29 to 36 \*  
 12 King *Castles* to 7  
 13 Knight 25 to 35  
 14 Knight 35 to 50 \*  
 15 Knight 50 to 35  
 16 Pawn 26 to 35 \*  
 17 Knight 22 to 12  
 18 Queen 4 to 25 +  
 19 Queen 25 to 41  
 20 Queen 41 to 49 \*  
 21 Rook 1 to 2  
 22 Pawn 15 to 23  
 23 Rook 2 to 50  
 (a) 24 Pawn 19 to 27  
 (b) 25 Pawn 14 to 23 \*  
 (c) 26 King 7 to 16 \*  
 27 King 16 to 7 or 15

Your last moves may appear to be contrary to the general rules; but you will observe, that, in the chase, your adversary has lost as many moves as you, and put his Pawns in a worse situation, as he cannot now, with safety, *castle* on his Queen's side; and if he *castles* on his King's side, your Bishop 51 is in a good situation to attack him.

(b) Your adversary cannot take your Queen with his Pawn 23, because it would discover check on his King from your Bishop 51.



(a) Or any other move, you having lost the game.

(b) If you had taken his Pawn with your Pawn 16, he would have moved his Queen 53 to 56, and given you check-mate the next move.

(c) If, instead of this, you had moved your Rook 6 to 14, he would still have had it in his power to check-mate you with his Queen.


## GAME XXX.

*(Third of the Third Gambit.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	 2 Pawn	12 to 28
3 Pawn	37 to 28 *	 3 Pawn	29 to 38 *
4 Knight	63 to 46	4 Queen	4 to 28 *
5 Pawn	52 to 36	5 Queen	28 to 37 +
6 King	61 to 54	(a) 6 Bishop	6 to 13
7 Bishop	62 to 44	7 Queen	37 to 19
8 Bishop	59 to 38 *	8 Bishop	3 to 21
9 Queen	60 to 53	9 Queen	19 to 12
10 Pawn	51 to 35	10 Pawn	11 to 19
11 Knight	58 to 43	11 Knight	7 to 22
12 Pawn	56 to 48	12 King	<i>Castles</i> to 7
13 Pawn	55 to 39	13 Bishop	13 to 20
14 Knight	46 to 29	14 Bishop	20 to 29 *
(a) 15 Pawn	36 to 29 *	15 Knight	22 to 5
16 Rook	57 to 60	(b) 16 Queen	12 to 13
17 Pawn	39 to 31	17 Knight	2 to 12

(a) You take with the Pawn, to force your adversary to move his Knight 22. Had you taken with your Bishop 38, it would not have answered the purpose.

 See Game 29.

 See Game 28.

(a) If you had not done this, your adversary would have given you check with his Bishop 62 to 26, and afterwards attacked your Queen with his Rook 64 to 61, by which you would either have lost it or the game in a few moves.

(b) To prevent him giving you check, by moving his Bishop 44 to 16, and afterwards taking your Queen with his Rook 60.

WHITE.		BLACK.	
(b)	18 Queen 53 to 32		18 Pawn 15 to 23
	19 Queen 32 to 24		19 Queen 13 to 27 +
	20 King 54 to 47		20 Knight 12 to 29 *
	21 Knight 43 to 37	(c)	21 Queen 27 to 36
	22 Knight 37 to 22 +		22 Knight 5 to 22 *
	23 Pawn 31 to 22 *		23 Any where.
	24 Queen 24 to 15 ⊕		

(b) This move is to force your adversary to push forward one of the Pawns which cover his King, otherwise you would give him check-mate, by moving your Queen 32 to 16. See note (b) Game 28.

(c) Had you moved your Queen any where else, you would have lost your Knight 29, and consequently the game.

## GAME XXXI.

(Fourth of the Third Gambit.)

WHITE.		BLACK.	
	1 to 10; as Game 28.		1 to 10; as Game 28.
	11 Bishop 53 to 44		11 King Castles to 3.
	12 Rook 62 to 61		12 Queen 13 to 6
	13 Queen 60 to 33		13 King 3 to 2
	14 Bishop 59 to 45		14 Pawn 19 to 27
	15 Pawn 36 to 28		15 Bishop 21 to 39
	16 Pawn 50 to 34		16 Bishop 39 to 46 *
	17 Pawn 55 to 46 *		17 Rook 4 to 3
	18 Knight 43 to 26		18 Pawn 9 to 17
	19 Knight 26 to 20 *		19 Queen 6 to 20 *
	20 Rook 57 to 58		20 Knight 12 to 29
	21 Bishop 44 to 53		21 Knight 22 to 12
	22 Queen 33 to 25		22 Queen 20 to 23 +

## GAME OF CHESS.

WHITE.		BLACK.	
23 King	63 to 64	23 Queen	23 to 20
24 Pawn	34 to 27 *	24 Knight	12 to 27 *
25 Rook	58 to 18	25 Queen	20 to 6
26 Rook	61 to 58	26 Knight	29 to 12
27 Rook	18 to 17 *	27 Knight	27 to 17 *
28 Queen	25 to 17 *	28 Rook	3 to 11
29 Pawn	28 to 20	29 Queen	6 to 20 *
30 Queen	17 to 20 *	30 Rook	8 to 5
31 Bishop	45 to 38	31 Rook	5 to 53 *
32 Queen	20 to 11* +	32 King	2 to 1
33 Queen	11 to 10* ⊕		

## GAME XXXII.

(Cunningham's Gambit.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Bishop	6 to 13
4 Bishop	62 to 35	4 Bishop	13 to 40 +
5 Pawn	55 to 47	5 Pawn	38 to 47 *
6 King	<i>Castles</i> to 63	6 Pawn	47 to 56* +
7 King	63 to 64	(a) 7 Bishop	40 to 22
8 Pawn	37 to 29	8 Pawn	12 to 28

See Game 36.

(a) If you had played your Bishop to 13, you would have lost the game in a few moves. See Game 33.

WHITE.

- (a) 9 Pawn 29 to 22 \*  
 10 Bishop 35 to 42  
 (b) 11 Pawn 52 to 44  
 12 Bishop 59 to 38  
 13 Bishop 38 to 56 \*  
 14 Knight 58 to 52  
 (c) 15 Queen 60 to 53  
 16 Queen 53 to 56 \*  
 (d) 17 Queen 56 to 2 \*  
 18 Rook 57 to 61  
 19 Knight 46 to 29 +  
 20 Rook 61 to 29 \*  
 21 Rook 62 to 61  
 22 Pawn 51 to 43  
 23 Pawn 49 to 33  
 24 Knight 52 to 46

BLACK.

- 9 Knight 7 to 22 \*  
 10 Bishop 3 to 21  
 (b) 11 Pawn 16 to 24  
 12 Pawn 11 to 27  
 13 Knight 2 to 19  
 (c) 14 Knight 22 to 39  
 15 Knight 39 to 56 \*  
 (d) 16 Queen 4 to 2  
 17 Rook 1 to 2 \*  
 18 King 5 to 12  
 19 Knight 19 to 29 \*  
 20 King 12 to 20  
 21 Pawn 10 to 26  
 22 Rook 2 to 5  
 23 Pawn 9 to 17  
 24 Pawn 15 to 31

(a) If your adversary had not sacrificed this Bishop, you would certainly have won the game; but losing him, and having taken three Pawns from you, he must beat by the strength of his Pawns, provided he is not too hasty in pushing them forward before he brings out his Pieces.

(b) If you had moved this Pawn to 36, he would have attacked your King with his Knight 22. See Game 35.

(c) If you had moved your Bishop 56 to 47, or any where else, he would have given check to your Queen and Rook, by playing his Knight 39 to 45.

(d) If you had not taken his Queen, your game would have been still in a worse situation,

(b) This move is of great consequence to you, because it hinders your adversary attacking your Knight 22, by moving his Bishop 59 to 31; which would have turned the game in his favour.

(c) You play this Knight to attack his Bishop 56; which would prove incommodious to you, in case you should castle on your Queen's side.

(d) You offer to exchange Queens to break the direction of his; and that, in case he refuses, you may be enabled to place it on 20, where it would be extremely well posted.

## WHITE.

25 King 64 to 55  
 26 Rook 29 to 53  
 27 Pawn 33 to 26 \*  
 28 Rook 61 to 57  
 29 Rook 57 to 61  
 30 Pawn 44 to 36  
 31 Bishop 42 to 51  
 32 Rook 61 to 64  
 33 Pawn 50 to 42  
 34 Pawn 42 to 34  
 35 Knight 46 to 52  
 36 Rook 64 to 62  
 37 Rook 62 to 22\* +  
 38 Rook 22 to 23  
 39 King 55 to 63  
 40 Rook 23 to 31 \*  
 41 King 63 to 55 \*  
 42 King 55 to 54  
 43 King 54 to 45  
 44 Knight 52 to 46  
 45 The game is lost.

## BLACK.

(e) 25 Pawn 14 to 22  
 26 Pawn 24 to 32  
 27 Pawn 17 to 26 \*  
 28 Rook 5 to 1  
 29 Bishop 21 to 12  
 30 Pawn 27 to 35  
 (f) 31 Pawn 32 to 40  
 (g) 32 Rook 8 to 32  
 33 Rook 1 to 8  
 34 Pawn 31 to 39  
 35 Rook 32 to 31  
 36 Pawn 39 to 47  
 37 King 20 to 11  
 38 Pawn 40 to 48 +  
 39 Pawn 47 to 55  
 40 Pawn 48 to 56 +  
 (h) 41 Pawn 56 to 64Q +  
 42 Rook 8 to 6 +  
 43 Queen 64 to 48 +  
 44 Queen 48 to 46\* +

(e) If you had pushed this Pawn to 30, he would have taken your Pawn 28 with his Bishop 42; which would have hurt your game.

(f) This move is to enable you to attack his Knight 46 with your Pawn 31. If you had moved it *first* he would have stopped the progress of your Pawns, by playing his Knight 46 to 40.

(g) It would have been bad play to have given check with your Pawn 40 to 48. See note (l) Game 1.

(h) This Pawn is to be now replaced with your Queen.



GAME XXXIII.

(The Second of Cunningham's Gambit.)

WHITE.  
 1 to 6; as Game 32.  
 7 King 63 to 64  
 8 Bishop 35 to 14\*+  
 9 Knight 46 to 29++  
 10 Queen 60 to 39 +  
 11 Queen 39 to 30 +  
 12 Queen 30 to 28 ⊕

BLACK.  
 1 to 6; as Game 32.  
 7 Bishop 40 to 13  
 8 King 5 to 14 \*  
 (a) 9 King 14 to 21  
 10 King 21 to 29 \*  
 11 King 29 to 20

☞ See Game 34.  
 (a) If you had moved to 5,  
 your adversary would have played  
 his Knight 29 to 14, and taken  
 your Queen.

GAME XXXIV.

(The Third of Cunningham's Gambit.)

WHITE.  
 1 to 6; as Game 32.  
 7 King 63 to 64  
 8 Bishop 35 to 14\*+  
 9 Knight 46 to 29  
 10 Bishop 14 to 42  
 11 Knight 29 to 14  
 12 Pawn 37 to 29  
 13 Pawn 29 to 22 \*  
 14 Bishop 42 to 28 \*

BLACK.  
 1 to 6; as Game 32.  
 7 Bishop 40 to 13  
 8 King 5 to 6  
 9 Knight 7 to 22  
 10 Queen 4 to 5  
 11 Rook 8 to 7  
 12 Pawn 12 to 28  
 13 Pawn 15 to 22 \*  
 14 Bishop 3 to 39

☞ See Game 33.  
 E 5

## GAME OF CHESS.

WHITE.		BLACK.	
15	Queen 60 to 61	15	Bishop 39 to 32
16	Pawn 52 to 36	16	Bishop 32 to 14 *
17	Bishop 59 to 24 +	17	Rook 7 to 15
18	Knight 58 to 43	18	Bishop 14 to 28 *
19	Knight 43 to 28 *	19	Queen 5 to 14
20	Knight 28 to 13 *	20	Queen 14 to 13 *
21	Queen 61 to 13* +	21	King 6 to 13 *
22	Bishop 24 to 15 *	22	The game is lost.

## GAME XXXV.

*(The Fourth of Cunningham's Gambit.)*

WHITE.		BLACK.	
1 to 10; as Game 32.		1 to 10; as Game 32.	
11	Pawn 52 to 36	11	Knight 22 to 37
12	Bishop 59 to 38	12	Pawn 14 to 30
13	Knight 58 to 52	13	Queen 4 to 13
14	Pawn 51 to 35	14	Pawn 11 to 19
15	Pawn 35 to 28 *	15	Pawn 19 to 28 *
16	Rook 57 to 59	16	Knight 2 to 19
17	Knight 52 to 37 *	17	Pawn 30 to 37 *
18	Knight 46 to 56 *	18	King Castles to 7
19	Queen 60 to 52	19	Pawn 16 to 24
20	Rook 59 to 27	20	Rook 1 to 4
21	Bishop 42 to 33	21	Pawn 15 to 31
22	Bishop 38 to 45	22	Rook 6 to 62 *
23	Knight 56 to 62 *	23	Queen 13 to 20
24	Queen 52 to 56	24	King 7 to 15
25	Queen 56 to 20 *	25	Rook 4 to 20 *
26	Pawn 49 to 41	26	King 15 to 23
27	Pawn 50 to 34	27	Pawn 24 to 32
28	Pawn 34 to 26	28	Knight 19 to 13

WHITE.

29 Rook 27 to 11  
 30 Rook 11 to 12 \*  
 31 King 64 to 55  
 32 Bishop 45 to 54  
 33 Bishop 33 to 60 +  
 34 Bishop 60 to 39\*+  
 35 Knight 62 to 45 +  
 36 King 55 to 48  
 37 Knight 45 to 39  
 38 Bishop 54 to 63  
 39 Pawn 41 to 33  
 40 Bishop 63 to 54

41 The game is lost, because you cannot prevent your adversary pushing forward one of his Pawns to the Royal line.

BLACK.

29 Rook 20 to 12  
 30 Bishop 21 to 12 \*  
 31 Pawn 32 to 40  
 32 King 23 to 32  
 33 Bishop 12 to 39  
 34 King 32 to 39 \*  
 35 King 39 to 38  
 36 King 38 to 46  
 37 Knight 13 to 30  
 38 Pawn 37 to 45  
 39 Pawn 45 to 53  
 40 Knight 30 to 36 \*

GAME XXXVI.

(The Fifth of Cunningham's Gambit.)

WHITE.

1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Knight 63 to 46  
 4 Bishop 62 to 35  
 5 King 61 to 62  
 6 Pawn 52 to 36  
 7 Pawn 37 to 29  
 8 Pawn 36 to 29 \*  
 9 Bishop 59 to 38 \*  
 10 Knight 58 to 43  
 11 Knight 43 to 37

BLACK.

1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 3 Bishop 6 to 13  
 4 Bishop 13 to 40 +  
 5 Pawn 12 to 20  
 6 Queen 4 to 22  
 7 Pawn 20 to 29 \*  
 8 Queen 22 to 13  
 9 Bishop 3 to 39  
 10 Pawn 11 to 19  
 11 The game is lost.

See Game 32.

## GAME XXXVII.

(Queen's Gambit.)

WHITE.		BLACK.	
	1 Pawn 52 to 36		1 Pawn 12 to 28
	2 Pawn 51 to 35		2 Pawn 28 to 35 *
(a)	3 Pawn 53 to 37	(a)	3 Pawn 13 to 29
(b)	4 Pawn 36 to 28	(b)	4 Pawn 14 to 30
	5 Knight 58 to 43		5 Knight 7 to 22
	6 Pawn 54 to 46		6 Bishop 6 to 27
(c)	7 Knight 43 to 33	(c)	7 Bishop 27 to 63 *
	8 Rook 64 to 63 *	(d)	8 King Castles to 7

(a) Had you only moved this Pawn to 45, your adversary would have shut up your Bishop 59 during half the game. See Game 38.

(b) If you had taken his Pawn 29, you would have lost the advantage of the attack. See Game 40.

(c) If instead of moving this Knight to attack his Bishop 27, you had taken his Pawn 28, you would have lost the game. See Game 41.

(a) If, instead of this, you had moved your Pawn 10 to 26, your adversary would have moved his Pawn 54 to 38, which would have been to his advantage, by having three Pawns in front. See Game 39.

(b) If you had played any thing else, your adversary would have moved his Pawn 54 to 38; by which his Pieces would have had entire liberty to act.

(c) If, instead of this, you had moved your Bishop to 36, he would have attacked it by moving his Knight 63 to 53.

(d) If instead of castling, you had moved your Pawn 10 to 26, to support your Pawn 35, you would have lost the game (see Game 42); or if you had taken his Pawn 37 with your Pawn 30, he would have retaken it with his Pawn 46; and afterwards, by checking you with his Queen, won the game.

WHITE.

- 9 Knight 33 to 43  
 (d) 10 Bishop 62 to 35 \*  
 (e) 11 Pawn 55 to 46 \*  
 12 Bishop 59 to 45  
 13 Queen 60 to 53  
 14 Bishop 45 to 18 \*  
 15 King *Castles* to 59  
 16 Rook 63 to 31  
 17 Queen 53 to 45  
 18 Knight 43 to 37  
 19 Pawn 46 to 37 \*  
 20 King 59 to 58  
 21 Queen 45 to 27 \*  
 22 Rook 60 to 61  
 23 King 58 to 51  
 24 Rook 31 to 47  
 25 Rook 47 to 42  
 (f) 26 Pawn 28 to 20  
 27 Rook 42 to 18 \*  
 28 Rook 61 to 60  
 29 Rook 18 to 10 +  
 (g) 30 Bishop 35 to 28  
 31 Rook 60 to 28 \*

BLACK.

- 9 Pawn 30 to 37 \*  
 10 Pawn 37 to 46 \*  
 11 Bishop 3 to 30  
 12 Knight 2 to 12  
 13 Knight 12 to 18  
 14 Pawn 9 to 18 \*  
 (e) 15 King 7 to 8  
 16 Pawn 15 to 23  
 17 Queen 4 to 20  
 18 Bishop 30 to 37 \*  
 19 Rook 6 to 5  
 20 Queen 20 to 27  
 21 Pawn 18 to 27 \*  
 22 King 8 to 15  
 23 Pawn 16 to 24  
 24 Knight 22 to 32  
 25 Pawn 10 to 18  
 26 Pawn 11 to 20 \*  
 27 Rook 1 to 4  
 28 Knight 32 to 22  
 29 King 15 to 8  
 30 Knight 22 to 28 \*  
 31 Rook 5 to 6

(d) If you had taken his Pawn 37 with your Pawn 46, you would have lost the game. See Game 43.

(e) By this move you make an opening for your Rook 63; and also prevent his Knight 22 attacking your King.

(f) This move is to make an opening for your Rook 42 and Bishop 35.

(g) To prevent your adversary's Pawns 20, 27, and 29 advancing.

(e) To prevent your adversary giving check, by discovery, by moving his Pawn 28 to 20.

## WHITE.

28 Rook 52 to 53  
 29 Pawn 47 to 39  
 30 Rook 53 to 5 \*

31 Pawn 49 to 41  
 32 Rook 5 to 8  
 33 King 54 to 45  
 34 King 45 to 38

35 The game is lost because you cannot prevent your adversary pushing forward one of his Pawns to the Royal line.

## BLACK.

28 Rook 8 to 5  
 29 Bishop 37 to 46 \*  
 30 Pawn 30 to 39 \*  
 31 Pawn 27 to 35  
 32 Pawn 36 to 44  
 33 Bishop 20 to 27 +  
 34 Pawn 44 to 52

## GAME XXXIX.

(Third of the Queen's Gambit.)

## WHITE.

1 Pawn 52 to 36  
 2 Pawn 51 to 35  
 3 Pawn 53 to 37  
 (a) 4 Pawn 49 to 33  
 5 Pawn 50 to 42  
 6 Pawn 38 to 26 \*  
 7 Bishop 62 to 26\* +  
 8 Queen 60 to 42 \*  
 9 Queen 42 to 26\* +  
 10 Queen 26 to 12\* +  
 11 Pawn 54 to 38  
 12 King 61 to 53  
 13 Pawn 37 to 29  
 14 Knight 58 to 43  
 15 Knight 43 to 28 \*

## BLACK.

1 Pawn 12 to 28  
 2 Pawn 28 to 35 \*  
 3 Pawn 10 to 26  
 4 Pawn 11 to 19  
 5 Pawn 35 to 42 \*  
 6 Pawn 19 to 26 \*  
 7 Bishop 3 to 12  
 8 Bishop 12 to 26 \*  
 9 Queen 4 to 12  
 10 Knight 2 to 12 \*  
 11 Pawn 13 to 21  
 12 Pawn 14 to 30  
 13 Knight 7 to 13  
 14 Knight 13 to 28  
 15 Pawn 21 to 28 \*

See Game 38.

(a) This move is to endeavour to separate your adversary's Pawns, on the side of his Gambit Pawn.

See Game 37.

WHITE.  
 16 Bishop 59 to 41  
 17 Rook 57 to 41 \*  
 18 King 53 to 46  
 19 Knight 63 to 53  
 20 Rook 64 to 57  
 21 Rook 41 to 17 +  
 22 Rook 57 to 25  
 23 Knight 53 to 43  
 24 Rook 17 to 9 \*  
 25 Rook 25 to 9 \*

BLACK.  
 16 Bishop 6 to 41 \*  
 17 King 5 to 13  
 18 Rook 8 to 2  
 19 King 13 to 21  
 20 Rook 2 to 10  
 21 Knight 12 to 18  
 22 Pawn 15 to 23  
 23 Rook 1 to 4  
 24 Rook 10 to 9 \*  
 25 The game is lost.

GAME XL.

(Fourth of the Queen's Gambit.)

WHITE.  
 1 Pawn 52 to 36  
 2 Pawn 51 to 35  
 ♖ 3 Pawn 53 to 37  
 ♖ 4 Pawn 36 to 29 \*  
 5 King 61 to 60 \*  
 6 Pawn 54 to 38  
 7 Knight 58 to 43  
 8 Pawn 56 to 48  
 9 Bishop 59 to 45  
 10 King 60 to 51  
 11 Bishop 45 to 27 \*  
 12 Knight 63 to 46  
 13 Knight 46 to 31  
 14 Bishop 62 to 53  
 15 Knight 31 to 21 \*

BLACK.  
 1 Pawn 12 to 28  
 2 Pawn 28 to 35 \*  
 ♜ 3 Pawn 13 to 29  
 4 Queen 4 to 60\*+  
 5 Bishop 3 to 21  
 6 Pawn 15 to 23  
 7 Knight 2 to 12  
 8 Pawn 16 to 32  
 9 King Castles to 3  
 10 Bishop 6 to 27  
 11 Knight 12 to 27 \*  
 12 Pawn 11 to 19  
 13 Pawn 10 to 26  
 14 Knight 7 to 13  
 15 Pawn 14 to 21 \*

♖ See Game 38.  
 ♖ See Game 37.

♜ See Game 39.

## GAME OF CHESS.

WHITE.		BLACK.	
16 Pawn	49 to 33	16 Knight	27 to 42
17 Rook	57 to 49	17 Pawn	9 to 17
18 Pawn	33 to 26 *	18 Pawn	17 to 26 *
19 Rook	49 to 1 +	19 King	3 to 10
20 Rook	1 to 4 *	20 Rook	8 to 4 *
21 Rook	64 to 60	21 Knight	42 to 36 +
22 King	51 to 58	22 King	10 to 18
23 Pawn	55 to 39	23 Pawn	32 to 39 *
24 Pawn	48 to 39 *	24 Pawn	19 to 27
25 Pawn	39 to 31	25 Knight	13 to 19
26 Bishop	53 to 39	26 Pawn	26 to 34
27 Knight	43 to 53	27 Knight	19 to 25
28 Knight	53 to 36 *	28 Pawn	27 to 36 *
29 Bishop	39 to 21 *	29 King	18 to 27
30 Pawn	38 to 30	30 Pawn	36 to 44
31 Pawn	30 to 23 *	31 Knight	25 to 42
32 Pawn	23 to 15	32 Rook	4 to 1
33 Rook	60 to 44 *	33 Rook	1 to 57 +
34 King	58 to 51	34 Rook	57 to 59 ⊕

## GAME XLI.

*(Fifth of the Queen's Gambit.)*

WHITE.		BLACK.	
1 to 6 ;	as Game 37.	1 to 6 ;	as Game 37.
7 Bishop	62 to 35 *	7 Pawn	30 to 37 *
8 Pawn	46 to 37 *	8 Knight	22 to 39
9 Knight	63 to 48	9 Queen	4 to 40 +
10 King	61 to 52	10 Knight	39 to 45
11 Queen	60 to 53	11 Bishop	3 to 39
12 Queen	53 to 44	12 Knight	45 to 55 *
13 Knight	48 to 63	13 Queen	40 to 61 +
14 King	52 to 51	14 Bishop	27 to 63 *
15	The game is lost.		



GAME XLII.

(Sixth of the Queen's Gambit.)

WHITE.		BLACK.
1 to 7 ; as Game 37.		1 to 7 ; as Game 37.
8 Rook 64 to 63 *		8 Pawn 10 to 26
9 Knight 33 to 27		9 King <i>Castles</i> to 7
10 Pawn 49 to 33		10 Knight 2 to 17
11 Knight 27 to 17 *		11 Bishop 3 to 17 *
12 Pawn 33 to 26 *		12 Bishop 17 to 26 *
13 Pawn 50 to 42		13 Pawn 30 to 37 *
14 Pawn 42 to 35 *		14 Bishop 26 to 12
15 Bishop 59 to 31		15 Pawn 37 to 46 *
16 Pawn 55 to 46 *		16 King 7 to 8
17 Bishop 62 to 44		17 Pawn 16 to 24
18 Pawn 56 to 40		18 Pawn 24 to 31 *
19 Pawn 40 to 31 *		19 Knight 22 to 32
20 Bishop 44 to 23		20 Knight 32 to 38
21 Queen 60 to 51		21 Knight 38 to 23 *
22 Queen 51 to 23 *		22 Bishop 12 to 30
23 Queen 23 to 32 +		23 King 8 to 7
24 Pawn 31 to 23		24 Bishop 30 to 23 *
25 Queen 32 to 23 *		25 Queen 4 to 22
26 Rook 57 to 17		26 Queen 22 to 23 *
27 Rook 17 to 23 *		27 Rook 6 to 14
28 King 61 to 53		28 Pawn 9 to 25
29 Rook 23 to 21		29 Pawn 25 to 33
30 Rook 21 to 29 *		30 Pawn 33 to 41
31 Rook 63 to 57		31 Pawn 41 to 49
32 Rook 29 to 45		32 Rook 14 to 22
33 King 53 to 44		33 Rook 1 to 41 +
34 King 44 to 37		34 Rook 41 to 45 *
35 King 37 to 45 *		35 Rook 22 to 17
36 King 45 to 36		36 King 7 to 14
37 King 36 to 43		37 Rook 17 to 41 +

WHITE.		BLACK.	
38 King	43 to 34	38 Rook	41 to 46 *
39 Rook	57 to 49 *	39 King	14 to 13
40 Pawn	35 to 27	40 Pawn	15 to 31
41 Rook	49 to 9	41 King	13 to 4
42 King	34 to 26	42 Pawn	31 to 39
43 King	26 to 19	43 Rook	46 to 22 +
44 Pawn	28 to 20	44 Pawn	11 to 20 *
45 Pawn	27 to 20 *	45 King	4 to 5
46 Rook	9 to 15	46 Rook	22 to 24
47 King	19 to 11	47 Pawn	39 to 47
48 Pawn	20 to 12 +	48 King	5 to 6
49 Rook	15 to 31	49 King	6 to 14
50 Pawn	12 to 4 Q	50 King	14 to 21
51 Queen	4 to 28 +	51 King	21 to 13
52 Rook	31 to 15 +	52 King	13 to 5
53 Queen	28 to 14 ⊕		

## GAME XLIII.

*(Seventh of the Queen's Gambit.)*

WHITE.		BLACK.	
1 to 9; as Game 37.		1 to 9; as Game 37.	
10 Pawn	46 to 37 *	10 Knight	22 to 37 *
11 Knight	43 to 37 *	11 Queen	4 to 40 +
12 Knight	37 to 47	12 Bishop	3 to 39
13 Bishop	62 to 53	13 Queen	40 to 56 *
14 Rook	63 to 62	14 Queen	56 to 47* +
15 King	61 to 52	15 Knight	2 to 12
16 Rook	62 to 6* +	16 Rook	1 to 6 *
17 Queen	60 to 61	17 Rook	6 to 54
18 The game is lost.			

GAME XLIV.

(First Salvio Gambit.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Pawn	15 to 31
4 Bishop	62 to 35	4 Pawn	31 to 39
5 Knight	46 to 29	5 Queen	4 to 40 +
6 King	61 to 62	6 Knight	7 to 22
♞ 7 Queen	60 to 61	7 Queen	40 to 61* +
8 King	62 to 61 *	♞ 8 Knight	22 to 37 *
9 Bishop	35 to 14* +	9 King	5 to 13
10 Bishop	14 to 42	10 Knight	37 to 22
11 Pawn	52 to 36	11 Pawn	12 to 20
12 Knight	29 to 44	12 Pawn	38 to 46
13 Pawn	55 to 46 *	13 Pawn	39 to 46 *
14 King	61 to 54	14 Bishop	3 to 39
15 Bishop	59 to 31	15 Knight	2 to 12
16 Knight	58 to 52	16 Rook	1 to 5

In this situation the White has certainly the advantage, his Pieces being disposed in better order.

♞ See Games 45, 46, 47, 49, and 50.

♞ See Game 48.

## GAME XLIX.

*(Second Salvio Gambit.)*

WHITE.		BLACK.	
	1 to 6; as Game 44.		1 to 6; as Game 44.
	7 Knight 58 to 43		7 Pawn 12 to 20
♠	8 Knight 29 to 44		8 Pawn 38 to 46
	9 Pawn 55 to 47		9 Queen 40 to 48 +
	10 King 62 to 54		10 Queen 48 to 55 +
	11 King 54 to 45		11 Bishop 6 to 24 +
	12 Knight 44 to 38		12 Pawn 11 to 19
	13 Queen 60 to 62		13 Queen 55 to 62 *
	14 Bishop 35 to 62 *		14 Bishop 24 to 15
	15 Pawn 56 to 48		15 Pawn 16 to 32
	16 Pawn 52 to 36		16 Pawn 20 to 28

♠ See Game 48.

In this situation the game is nearly equal. The White must persist in not taking the Black Pawn 39 with his Pawn 48.

## GAME L.

*(Second of the Second Salvio Gambit.)*

WHITE.		BLACK.	
	1 to 6; as Game 44.		1 to 6; as Game 44.
	7 Bishop 35 to 14* +		7 King 5 to 13
♠	8 Bishop 14 to 35		8 Pawn 12 to 20
	9 Knight 29 to 44		9 Knight 22 to 32

♠ See Game 45.

WHITE.  
 10 Queen 60 to 61  
 11 Pawn 37 to 29  
 12 Queen 61 to 29\*+  
 13 Knight 44 to 29 \*

BLACK.  
 10 Queen 40 to 22  
 11 Pawn 20 to 29 \*  
 12 Queen 22 to 29 \*  
 13 Bishop 6 to 15

In this situation the White appears to have the best of the game.

GAME. LI.

(Stamma's Knight's Gambit.)

WHITE.  
 1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Knight 63 to 46  
 4 Pawn 52 to 36  
 5 Bishop 62 to 35  
 6 King Castles to 63  
 7 Pawn 51 to 43  
 8 Pawn 37 to 29  
 9 Pawn 36 to 29 \*  
 10 Rook 62 to 61  
 11 Pawn 50 to 34  
 12 Pawn 49 to 33

BLACK.  
 1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 3 Pawn 12 to 20  
 4 Pawn 15 to 31  
 5 Bishop 6 to 15  
 6 Knight 2 to 19  
 7 Queen 4 to 22  
 8 Pawn 20 to 29 \*  
 9 Queen 22 to 23  
 10 Knight 7 to 13  
 11 Pawn 9 to 17  
 12 King Castles to 7

See Game 54.  
 See Games 53 and 55.  
 See Game 52.

## GAME LII.

*(Second of Stamma's Knight's Gambit.)*

## WHITE.

1 to 5; as Game 51.  
 6 Pawn 51 to 43  
 7 Queen 60 to 42  
 8 Knight 58 to 41  
 9 Knight 46 to 63  
 10 Pawn 55 to 46 \*  
 11 Bishop 59 to 45  
 12 Bishop 45 to 54  
 13 King 61 to 60  
 14 Queen 42 to 51

## BLACK.

1 to 5; as Game 51.  
 6 Knight 2 to 19  
 7 Queen 4 to 22  
 8 Pawn 31 to 39  
 9 Pawn 38 to 46  
 10 Pawn 39 to 46 \*  
 11 Knight 7 to 24  
 12 Pawn 9 to 17  
 13 Queen 22 to 38  
 14 Queen 38 to 39

## GAME LIII.

*(Third of Stamma's Knight's Gambit.)*

## WHITE.

1 to 4; as Game 51.  
 5 Pawn 56 to 40  
 6 Knight 46 to 63  
 7 Knight 58 to 43  
 8 Knight 63 to 53  
 9 Queen 60 to 44  
 10 Pawn 49 to 41  
 11 Pawn 55 to 46 \*  
 12 Bishop 59 to 24 \*  
 13 Knight 53 to 47  
 14 Knight 47 to 32  
 15 King 61 to 60  
 16 Knight 43 to 53

## BLACK.

1 to 4; as Game 51.  
 5 Pawn 31 to 39  
 6 Queen 4 to 22  
 7 Pawn 11 to 19  
 8 Bishop 6 to 24  
 9 Knight 2 to 17  
 10 Pawn 38 to 46  
 11 Pawn 39 to 46 \*  
 12 Knight 7 to 24 \*  
 13 Queen 22 to 38  
 14 Pawn 46 to 54 +  
 15 Bishop 3 to 39 +  
 16 Queen 38 to 46

GAME LIV.

(Fourth of Stamma's Knight's Gambit.)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Pawn 54 to 38	2 Pawn 29 to 38 *
3 Knight 63 to 46	3 Pawn 12 to 20
4 Bishop 62 to 35	4 Bishop 3 to 21
5 Bishop 35 to 42	5 Pawn 15 to 31
6 Pawn 56 to 40	6 Pawn 31 to 39
7 Knight 46 to 36	7 Bishop 21 to 42 *
8 Knight 36 to 42 *	8 Pawn 16 to 32
9 Pawn 52 to 36	9 Queen 4 to 22
10 Knight 58 to 43	10 Knight 7 to 13
11 Knight 43 to 53	11 Knight 13 to 23
12 Queen 60 to 44	12 Pawn 11 to 19
13 Bishop 59 to 52	13 Knight 2 to 12
14 King Castles to 59	14 King Castles to 3
15 Rook 60 to 62	15 Bishop 6 to 24
<i>Black</i>	<i>Black 8 to 24</i>

GAME LV.

(Fifth of Stamma's Knight's Gambit.)

WHITE.	BLACK.
1 to 5; as Game 51.	1 to 5; as Game 51
6 Pawn 56 to 40	6 Pawn 16 to 24
7 Pawn 40 to 31 *	7 Pawn 24 to 31 *
8 Rook 64 to 8 *	8 Bishop 15 to 8 *
9 Knight 46 to 29	9 Pawn 20 to 29 *
10 Queen 60 to 32	10 Queen 4 to 22
11 Pawn 36 to 29 *	11 Queen 22 to 15
12 Pawn 29 to 21	12 Bishop 8 to 21 *

7 2

WHITE.  
 13 Bishop 35 to 21 \*  
 14 Bishop 21 to 14\*+  
 15 Queen 32 to 8 \*

BLACK.  
 13 Knight 2 to 12  
 14 Queen 15 to 14 \*  
 15 King Castles to 3

## GAME LVI.

*(Stamma's Bishop's Gambit.)*

WHITE.  
 1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Bishop 62 to 35  
 4 King 61 to 62  
 5 Pawn 52 to 36  
 6 Knight 63 to 46  
 7 Pawn 56 to 40  
 8 King 62 to 63  
 9 Knight 46 to 61  
 10 Knight 61 to 44  
 11 Knight 44 to 38  
 12 Bishop 59 to 38 \*  
 13 Pawn 51 to 43  
 14 Knight 58 to 52  
 15 King 63 to 55 \*

BLACK.  
 1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 3 Queen 4 to 40 +  
 4 Pawn 12 to 20  
 5 Pawn 15 to 31  
 6 Queen 40 to 32  
 7 Bishop 6 to 24  
 8 Pawn 31 to 39  
 9 Knight 7 to 13  
 10 Pawn 38 to 46  
 11 Bishop 24 to 38 \*  
 12 Knight 2 to 19  
 13 Bishop 3 to 12  
 14 Pawn 46 to 55 \*  
 15 King Castles to 3

## GAME LVII.

*(Stamma's Pawn's Gambit.)*

WHITE.  
 1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Pawn 56 to 40

BLACK.  
 1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 3 Bishop 6 to 13



WHITE.  
 4 Knight 63 to 46  
 5 Pawn 52 to 44  
 6 Pawn 37 to 28 \*  
 7 Pawn 51 to 35  
 8 Bishop 59 to 52  
 9 Queen 60 to 52 \*  
 10 Knight 58 to 43  
 11 Knight 43 to 60  
 12 Knight 60 to 45 \*  
 13 Bishop 62 to 53  
 14 King Castles to 59  
 15 Bishop 53 to 46 \*

BLACK.  
 4 Knight 7 to 22  
 5 Pawn 12 to 28  
 6 Knight 22 to 28 \*  
 7 Bishop 13 to 34 +  
 8 Bishop 34 to 52\* +  
 9 Knight 28 to 45  
 10 King Castles to 7  
 11 Rook 6 to 5  
 12 Rook 5 to 45\* +  
 13 Bishop 3 to 39  
 14 Bishop 39 to 46 \*  
 15 Pawn 11 to 19

GAME LVIII.

(*Second of Stamma's Pawn's Gambit.*)

WHITE.  
 1 Pawn 53 to 37  
 2 Pawn 54 to 38  
 3 Pawn 56 to 40  
 4 Knight 63 to 46  
 5 Knight 58 to 43  
 6 Pawn 37 to 29  
 7 Pawn 52 to 36  
 8 Queen 60 to 44  
 9 Knight 43 to 53  
 10 Knight 53 to 38 \*  
 11 Knight 38 to 32 \*  
 12 Queen 44 to 42  
 13 Queen 42 to 10 \*  
 14 Queen 10 to 1 \*  
 15 King 61 to 52  
 16 Bishop 62 to 55 \*

BLACK.  
 1 Pawn 13 to 29  
 2 Pawn 29 to 38 \*  
 3 Bishop 6 to 13  
 4 Knight 7 to 22  
 5 Pawn 12 to 28  
 6 Knight 22 to 32  
 7 Bishop 3 to 39  
 8 King Castles to 7  
 9 Pawn 14 to 22  
 10 Pawn 22 to 29 \*  
 11 Pawn 29 to 37  
 12 Bishop 39 to 32 \*  
 13 Pawn 37 to 46 \*  
 14 Bishop 13 to 40\* +  
 15 Pawn 46 to 55 \*  
 16 Queen 4 to 31 +

## GAME LIX.

*(Third of Stamma's Pawn's Gambit.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Pawn	56 to 40	3 Bishop	6 to 13
4 Queen	60 to 39	4 Pawn	12 to 28
5 Queen	39 to 38 *	5 Bishop	13 to 20
6 Queen	38 to 46	6 Pawn	28 to 37 *
7 Queen	46 to 37* +	7 Knight	7 to 13
8 Queen	37 to 46	8 Pawn	11 to 19
9 Pawn	52 to 36	9 Knight	13 to 30
10 Bishop	59 to 45	10 Bishop	20 to 47 +
11 Bishop	45 to 54	11 Bishop	47 to 54* +
12 Queen	46 to 54 *	12 Queen	4 to 36 *
13 Queen	54 to 53 +	13 Bishop	3 to 21

## GAME LX.

*(Stamma's Three Pawn's Gambit.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Bishop	6 to 13
4 Bishop	62 to 35	4 Bishop	13 to 40 +
5 Pawn	55 to 47	5 Pawn	38 to 47 *
6 King	Castles to 63	6 Pawn	47 to 56* +
7 King	63 to 64	7 Pawn	12 to 28
8 Bishop	35 to 28 *	8 Knight	7 to 22
9 Bishop	28 to 14* +	9 King	5 to 14 *
10 Knight	45 to 40 *	10 Rook	8 to 6
11 Pawn	37 to 29	11 Queen	4 to 28 +

WHITE.  
 12 Knight 40 to 46  
 13 Pawn 51 to 35  
 14 Pawn 52 to 36  
 15 King 64 to 56 \*  
 16 Queen 60 to 62 \*

BLACK.  
 12 Knight 22 to 32  
 13 Queen 28 to 19  
 14 Knight 32 to 47 +  
 15 Knight 47 to 62\* +  
 16 Knight 2 to 17

GAME LXI.

(*Philidor's First Regular Party.*)

WHITE.  
 1 Pawn 53 to 37  
 2 Bishop 62 to 35  
 3 Pawn 51 to 43  
 ♠ 4 Knight 63 to 46  
 ♠ 5 Queen 60 to 53  
 ♠ 6 Pawn 52 to 44  
 7 Pawn 56 to 48  
 8 Bishop 59 to 45  
 9 Queen 53 to 45 \*  
 10 Bishop 35 to 21 \*  
 11 Knight 58 to 52  
 12 King Castles to 63

BLACK.  
 1 Pawn 13 to 29  
 2 Bishop 6 to 27  
 ♠ 3 Queen 4 to 13  
 ♠ 4 Knight 7 to 22  
 ♠ 5 Pawn 12 to 20  
 6 Pawn 11 to 19  
 7 Pawn 16 to 24  
 8 Bishop 27 to 45 \*  
 9 Bishop 3 to 21  
 (a) 10 Queen 13 to 21 \*  
 11 Knight 2 to 12  
 12 King Castles to 7



The game is now equal, as the Pieces on each side are similarly situated.

♠ See Games 63 and 64.  
 ♠ See Game 67.


♠ See Games 62, 63, 68, 73, 74, and 75.  
 ♠ See Game 65.  
 ♠ See Game 66.  
 (a) The Pieces, on each side, are now exactly in similar situations.

## GAME LXII.

*(The Second of Philidor's First Regular Party.)*



WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	 3 Knight	2 to 19
4 Pawn	52 to 36	 4 Pawn	29 to 36 *
5 Bishop	35 to 14* +	5 King	5 to 14 *
6 Queen	60 to 32 +	6 Pawn	15 to 23
7 Queen	32 to 27 *	7 Pawn	12 to 20



The White has the advantage.

 See Games 61, 64, 65, 73, 74, and 75. See Game 63.

## GAME LXIII.

*(The Third of Philidor's First Regular Party.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	 3 Knight	2 to 19
4 Pawn	52 to 36	 4 Bishop	27 to 18
5 Knight	63 to 53	5 Knight	7 to 22
6 Queen	60 to 44	6 King	Castles to 7
7 Pawn	54 to 38	7 Pawn	29 to 36 *
8 Pawn	37 to 29	8 Pawn	12 to 28
9 Bishop	35 to 42	9 Knight	22 to 37

 See Games 61, 62, 64, 65, 68, 73, 74, and 75. See Game 62.

WHITE.		BLACK.	
10 Pawn	43 to 36 *	10 Pawn	14 to 30
11 Knight	58 to 43	11 Bishop	3 to 21

In this situation the game is equal.

### GAME LXIV.

*(The Fourth of Philidor's First Regular Party.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	3 Queen	4 to 13
4 Knight	63 to 53	4 Bishop	27 to 54* +
5 King	61 to 54 *	5 Queen	13 to 27 +
6 Pawn	52 to 36	6 Queen	27 to 35 *
7 Knight	58 to 41	7 Queen	35 to 21

The Black has the advantage.

See Game 65.

See Games 62, 63, 68, 73, 74, and 75.

### GAME LXV.

*(The Fifth of Philidor's First Regular Party.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	3 Queen	4 to 13
4 Knight	63 to 46	4 Bishop	27 to 54* +

See Game 64.





See Games 61, 62, 63, 68, 73, 74, and 75.

WHITE.		BLACK.	
5 King	61 to 54 *	5 Queen	13 to 27 +
6 Pawn	52 to 36	6 Queen	27 to 35 *
7 Knight	46 to 29 *	7 Queen	35 to 21
8 Queen	60 to 46	8 Pawn	12 to 20
9 Knight	29 to 44	9 Knight	7 to 22
10 Rook	64 to 61	10 King	Castles to 7

The White has the advantage.

### GAME LXVI.

(The Sixth of Philidor's First Regular Party.)


WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	 3 Queen	4 to 13
 4 Knight	63 to 46	 4 Knight	7 to 22
5 Queen	60 to 53	 5 Knight	22 to 39
6 Pawn	52 to 36	6 Pawn	29 to 36 *
7 Pawn	43 to 36 *	7 Bishop	27 to 34 +
8 Knight	58 to 43	8 Knight	39 to 22
9 Bishop	35 to 44	9 King	Castles to 7
10 King	Castles to 63	10 Pawn	12 to 20
11 Pawn	56 to 48	11 Pawn	16 to 24
12 Bishop	59 to 52	12 Knight	2 to 19

The White has the advantage.

 See Games 63 and 64.





 See Games 62, 68, 73, 74, and 75.

 See Game 65.

 See Game 61.




GAME LXVII.

(*The Seventh of Philidor's First Regular Party.*)

WHITE.		BLACK.	
	1 Pawn 53 to 37		1 Pawn 13 to 29
	2 Bishop 62 to 35		2 Bishop 6 to 27
	3 Pawn 51 to 43		3 Queen 4 to 13
	4 Knight 63 to 46		4 Knight 7 to 22
	5 Queen 60 to 53		5 Pawn 12 to 20
	6 Pawn 52 to 36		6 Pawn 29 to 36 *
	7 Pawn 43 to 36 *		7 Bishop 27 to 34 +
	8 Bishop 59 to 52		8 Bishop 34 to 52 *
	9 Knight 46 to 52 *		9 Pawn 20 to 28

The Game is now equal.

 See Games 63 and 64.  
 See Game 61.

 See Games 62, 68, 73, 74,  
 and 75.  
 See Game 65.  
 See Game 66.

GAME LXVIII.

(*Philidor's Second Regular Party.*)




WHITE.		BLACK.	
	1 Pawn 53 to 37		1 Pawn 13 to 29
	2 Bishop 62 to 35		2 Knight 7 to 22
	3 Pawn 52 to 44		3 Bishop 6 to 27
	4 Knight 63 to 46		4 Pawn 12 to 20
	5 Pawn 51 to 43		5 King Castles to 7
	6 Pawn 49 to 33		6 Pawn 9 to 25
	7 King Castles to 63		7 Bishop 3 to 21
	8 Bishop 35 to 21 *		8 Pawn 14 to 21 *


WHITE.		BLACK.	
9 Queen	60 to 42	9 Queen	4 to 3
10 Pawn	44 to 36	10 Pawn	29 to 36 *
11 Pawn	43 to 36 *	11 Bishop	27 to 18
12 Knight	58 to 43	12 Knight	2 to 19
13 Bishop	59 to 45	13 Knight	22 to 39
14 Pawn	56 to 48	14 Knight	39 to 45 *
15 Pawn	54 to 45 *	15 Pawn	16 to 24
16 Pawn	55 to 39	16 Pawn	15 to 31
17 Rook	62 to 54	17 Queen	3 to 12
18 Rook	57 to 62	18 King	7 to 15


The White has the advantage.


## GAME LXIX.

(*Philidor's Third Regular Party.*)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Pawn	11 to 19
3 Pawn	52 to 36	 3 Pawn	29 to 36 *
4 Queen	60 to 36 *	4 Pawn	12 to 20
5 Pawn	54 to 38	5 Bishop	3 to 21
6 Bishop	35 to 21 *	 6 Pawn	14 to 21 *
7 Pawn	51 to 35	7 Pawn	20 to 28
8 Pawn	35 to 28 *	8 Pawn	21 to 28 *
9 Pawn	37 to 29	9 Pawn	19 to 27
10 Queen	36 to 54	10 Knight	2 to 19
11 Knight	63 to 46	 11 Pawn	28 to 36
12 King	Castles to 63	12 Queen	4 to 28

 See Game 70.

 See Game 71.

 See Game 72.



WHITE.	BLACK.
13 Rook 62 to 60	13 King Castles to 3
14 Pawn 50 to 42	14 Knight 7 to 24
15 Knight 58 to 41	15 Bishop 6 to 13
16 Bishop 59 to 50	16 Knight 19 to 34

The game is quite even.

GAME LXX.

(Second of Philidor's Third Regular Party.)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Bishop 62 to 35	2 Pawn 11 to 19
3 Pawn 52 to 36	3 Pawn 12 to 28
4 Pawn 37 to 28 *	4 Pawn 19 to 28 *
5 Bishop 35 to 26 +	5 Bishop 3 to 12
6 Bishop 26 to 12 *	6 Knight 2 to 12 *
7 Pawn 36 to 29 *	7 Knight 12 to 29 *
8 Queen 60 to 53	8 Queen 4 to 13
9 Knight 58 to 43	9 King Castles to 3
10 Bishop 59 to 38	10 Knight 29 to 19
11 King Castles to 59	11 Pawn 15 to 31

The game is equal.

See Game 69.

## GAME LXXI.

*(Third of Philidor's Third Regular Party.)*

## WHITE.

- 1 to 6; as Game 69.  
 7 Pawn 51 to 35  
 8 Queen 36 to 44  
 9 Knight 58 to 43  
 10 Pawn 49 to 41  
 11 Knight 63 to 46  
 12 Pawn 55 to 47  
 13 Bishop 59 to 45  
 14 Rook 57 to 60  
 15 Bishop 45 to 63  
 16 Pawn 56 to 48  
 17 Bishop 63 to 45  
 18 Knight 43 to 53  
 19 King *Castles* to 63

## BLACK.

- 1 to 6; as Game 69.  
 7 Pawn 19 to 27  
 8 Knight 7 to 22  
 9 Knight 2 to 19  
 10 Bishop 6 to 13  
 11 King *Castles* to 7  
 12 Knight 19 to 25  
 13 Knight 25 to 42  
 14 Knight 22 to 39  
 15 Pawn 9 to 17  
 16 Knight 39 to 22  
 17 Knight 22 to 32  
 18 Knight 42 to 25  
 19 Pawn 16 to 24

In this situation the White has considerably the advantage.

---

## GAME LXXII.

*(Fourth of Philidor's Third Regular Party.)*

## WHITE.

- 1 to 10; as Game 69.  
 11 Knight 63 to 46  
 12 Bishop 59 to 45  
 13 Knight 58 to 43  
 14 King *Castles* to 63  
 15 Rook 57 to 60

## BLACK.

- 1 to 10; as Game 69.  
 11 Pawn 27 to 35  
 12 Bishop 6 to 34 +  
 13 Knight 7 to 13  
 14 Knight 13 to 30  
 15 Knight 30 to 45 \*

WHITE.	BLACK.
16 Queen 54 to 45 *	16 Knight 19 to 13
17 King 63 to 64	17 Bishop 34 to 43 *
18 Pawn 50 to 43 *	18 King Castles to 7

The White must win the game.

GAME LXXIII.

(Philidor's Fourth Regular Party.)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Bishop 62 to 35	2 Bishop 6 to 27
3 Pawn 51 to 43	3 Knight 7 to 22
4 Pawn 52 to 36	4 Pawn 29 to 36 *
♠ 5 Pawn 43 to 36 *	5 Bishop 27 to 34 +
6 Bishop 59 to 52	6 Bishop 34 to 52* +
7 Knight 58 to 52 *	7 Pawn 12 to 28
8 Pawn 37 to 28 *	8 Knight 22 to 28 *
9 Queen 60 to 42	9 Pawn 11 to 19
10 Knight 63 to 53	10 King Castles to 7
11 King Castles to 63	11 Knight 28 to 18
12 Bishop 35 to 44	12 Bishop 3 to 21
13 Queen 42 to 51	13 Pawn 15 to 23
14 Pawn 54 to 38	14 Pawn 14 to 30
15 Knight 52 to 46	15 Knight 2 to 12
16 Knight 46 to 29	16 Knight 12 to 22
17 Rook 57 to 60	17 Knight 22 to 28
18 Queen 51 to 52	18 Pawn 9 to 25
19 Knight 53 to 43	19 Pawn 19 to 27

The game is equal.

♠ See Game 74.

♠ See Games 61, 62, 63, 68, 70, and 75.

## GAME LXXIV.

*(Second of Philidor's Fourth Regular Party.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	3 Knight	7 to 22
4 Pawn	52 to 86	4 Pawn	29 to 36 *
5 Pawn	37 to 29	5 Queen	4 to 13
6 Pawn	43 to 36 *	6 Bishop	27 to 34 +
7 Bishop	59 to 52	7 Bishop	34 to 52*+
8 Knight	58 to 52 *	8 Pawn	12 to 20
9 Queen	60 to 53	9 Pawn	20 to 29 *
10 Pawn	36 to 29 *	10 Knight	22 to 12
11 Pawn	54 to 38	11 Pawn	14 to 22
12 Knight	63 to 46	12 Pawn	22 to 29 *

The Black has the advantage.

See Game 73.

## GAME LXXV.

*(Philidor's Fifth Regular Party.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	3 Queen	4 to 22
4 Knight	63 to 46	4 Knight	2 to 19
5 Pawn	50 to 34	5 Bishop	27 to 18

See Game 76.

WHITE.		BLACK.	
6 Pawn	49 to 33	6 Pawn	9 to 17
7 Pawn	52 to 44	7 Pawn	12 to 20
8 Pawn	56 to 48	8 Pawn	16 to 24
9 Queen	60 to 53	9 Bishop	3 to 21
10 Knight	58 to 41	10 Knight	7 to 13
11 Bishop	35 to 21 *	11 Queen	22 to 21 *
12 Knight	41 to 35	12 King Castles	to 7
13 Knight	35 to 18 *	13 Pawn	11 to 18 *
14 Bishop	59 to 45	14 Knight	13 to 3
15 King Castles	to 63	15 Pawn	14 to 30
16 Pawn	37 to 30 *	16 Queen	21 to 30 *

In this situation, if the Black can exchange his Pawn 29 for the White Pawn 44, it will gain him the advantage of the game.

## GAME LXXVI.

(Second of Philidor's Fifth Regular Party.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Pawn	51 to 43	3 Queen	4 to 40
4 Queen	60 to 53	4 Knight	7 to 22
5 Pawn	52 to 44	5 Knight	22 to 39
6 Pawn	55 to 47	6 Queen	40 to 22
7 Knight	63 to 48	7 Pawn	12 to 20
8 Pawn	54 to 46	8 Knight	39 to 45
9 Bishop	59 to 45 *	9 Bishop	27 to 45 *
10 Queen	53 to 45 *	10 Bishop	3 to 48 *
11 Knight	58 to 52	11 Knight	2 to 12

The Black has the advantage.

See Game 75.

## GAME LXXVII.

*(Philidor's Sixth Regular Party.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	11 to 27
2 Pawn	54 to 38	2 Knight	2 to 19
3 Knight	63 to 46	3 Pawn	13 to 21
4 Pawn	51 to 43	4 Pawn	12 to 28
5 Pawn	37 to 29	5 Pawn	14 to 30
6 Pawn	52 to 36	6 Knight	7 to 24
7 Bishop	59 to 45	7 Queen	4 to 18
8 Queen	60 to 52	8 Knight	24 to 14
9 Pawn	36 to 27 *	9 Bishop	6 to 27 *
10 Bishop	45 to 27 *	10 Queen	18 to 27 *
11 Knight	58 to 41	11 Pawn	15 to 31
12 Pawn	55 to 47	12 Pawn	16 to 32
13 Pawn	56 to 40	13 Pawn	31 to 38 *
14 Pawn	47 to 38 *	14 Rook	8 to 7
15 Knight	46 to 31	15 Knight	14 to 24
16 Knight	41 to 51	16 Knight	24 to 39
17 Knight	51 to 36	17 King	5 to 13
18 Bishop	62 to 53	18 Bishop	3 to 12
19 King	Castles to 63	19 Rook	1 to 3
20 Rook	57 to 59	20 Pawn	10 to 18

In this situation the White has some little advantage, by having a Pawn advanced on the ground of the Black.

GAME LXXVIII.

(*Variation of the 15th Game.*)

WHITE.		BLACK.	
	1 Pawn 53 to 37		1 Pawn 13 to 29
	2 Pawn 54 to 38		2 Pawn 29 to 38 *
	3 Knight 63 to 46		3 Pawn 15 to 31
♠	4 Pawn 56 to 40	♠	4 Pawn 31 to 39
	5 Knight 46 to 29		5 Knight 7 to 22
♠	6 Pawn 52 to 36		6 Pawn 12 to 20
	7 Knight 29 to 44		7 Knight 22 to 37 *
	8 Bishop 59 to 38 *		8 Queen 4 to 13
	9 Queen 60 to 53		9 Bishop 6 to 15
	10 Pawn 51 to 43		10 Pawn 16 to 32
	11 Pawn 55 to 47		11 Pawn 20 to 28
	12 Bishop 62 to 55		12 Pawn 14 to 30
	13 Knight 58 to 52		13 Bishop 3 to 21
	14 King <i>Castles</i> to 63		14 Knight 2 to 19
	15 King 63 to 56		15 King <i>Castles</i> to 7

In this position the game is nearly even.

♠ See Game 15.  
♠ See Game 80.

♠ See Games 16 and 80.

GAME LXXIX.

(*Second Variation of the 15th Game.*)

WHITE.		BLACK.	
	1 to 5; as Game 78.		1 to 5; as Game 78.
	6 Knight 29 to 39 *		6 Knight 22 to 37 *
	7 Queen 60 to 53		7 Queen 4 to 13
	8 Knight 58 to 43		8 Knight 37 to 47

WHITE.		BLACK.	
9 Queen	53 to 13* +	9 Bishop	6 to 13 *
10 Rook	64 to 56	10 Pawn	12 to 28
11 Knight	39 to 29	11 Pawn	11 to 19
12 Pawn	52 to 36	12 Knight	47 to 30
13 Knight	29 to 46	13 Bishop	13 to 20
14 Bishop	62 to 44	14 Pawn	16 to 24

The game is nearly equal.

### GAME LXXX.

(*Variation of the 16th Game.*)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn,	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Pawn	15 to 31
4 Pawn	56 to 40	4 Pawn	31 to 39
5 Knight	46 to 29	♠ 5 Queen	4 to 13
6 Pawn	52 to 36	6 Pawn	12 to 20
7 Knight	29 to 14 *	7 Queen	13 to 37* +
8 Queen	60 to 53	8 Queen	37 to 53 *
9 Bishop	62 to 53 *	9 King	5 to 14 *
10 Bishop	59 to 38 *	10 Bishop	6 to 15

The game is even.

♠ See Games 16 and 78.



GAME LXXXI.

(*Variation of the 9th Game.*)

(*The Black moves first.*)

BLACK.	WHITE.
1 Pawn 13 to 29	1 Pawn 53 to 37
2 Knight 7 to 22	2 Pawn 52 to 44
3 Pawn 12 to 28	3 Pawn 54 to 38
4 Pawn 28 to 37 *	4 Pawn 38 to 29 *
5 Knight 22 to 39	5 Pawn 44 to 36
6 Pawn 37 to 45	6 Knight 63 to 48
7 Pawn 11 to 27	7 Pawn 36 to 28
8 Knight 39 to 29 *	8 Bishop 62 to 26 +
9 Bishop 3 to 12	9 Bishop 26 to 12* +
10 Knight 2 to 12	10 King Castles to 63

The White has the advantage.

See Game 9.

See Game 82.

GAME LXXXII.

(*Variation of the 81st Game.*)

(*The Black moves first.*)

BLACK.	WHITE.
1 to 6; as Game 81.	1 to 6; as Game 81.
7 Pawn 11 to 27	7 Bishop 62 to 26 +
8 Knight 2 to 19	8 Pawn 36 to 28
9 Pawn 9 to 17	9 Pawn 29 to 21
10 Pawn 17 to 26 *	10 Queen 60 to 39 *
11 Queen 4 to 28 *	11 Knight 48 to 38
12 Queen 28 to 37	12 Pawn 21 to 14* +

BLACK.			WHITE.		
13 King	5 to 14	*	13 Queen	39 to 32	+
14 Pawn	15 to 23		14 Queen	32 to 28	+
15 Queen	37 to 28	*	15 Knight	38 to 28	*
16 Bishop	3 to 30		16 Knight	28 to 45	*
17 Bishop	6 to 15		17 Pawn	51 to 43	
18 Rook	8 to 5		18 King	Castles to 63	

The White has the advantage.

### GAME LXXXIII.

(Stamma's Bishop-Close Game.)

WHITE.			BLACK.		
1 Pawn	53 to 37		1 Pawn	13 to 29	
2 Bishop	62 to 35		2 Bishop	6 to 27	
3 Pawn	51 to 43		3 Knight	7 to 22	
4 Pawn	52 to 36		4 Pawn	29 to 36	*
5 Pawn	37 to 29		5 Pawn	12 to 28	
6 Bishop	35 to 26	+	6 Bishop	3 to 12	
7 Bishop	26 to 12*	+	7 Knight	22 to 12	*
8 Pawn	43 to 36	*	8 Bishop	27 to 34	+
9 Bishop	59 to 52		9 Bishop	34 to 52*	+
10 Knight	58 to 52	*	10 Pawn	11 to 27	
11 Pawn	36 to 27	*	11 Knight	12 to 29	*
12 Knight	52 to 42		12 Knight	2 to 19	
13 Knight	63 to 53		13 Pawn	9 to 25	
14 Pawn	49 to 33		14 Knight	19 to 34	
15 King	Castles to 63		15 King	Castles to 7	

The Game is even.

GAME LXXXIV.

(*Stamma's Knight-Close Game.*)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Knight 63 to 46	2 Knight 2 to 19
3 Bishop 62 to 35	3 Bishop 6 to 27
4 Pawn 52 to 44	4 Pawn 12 to 20
5 Knight 46 to 31	5 Queen 4 to 22
6 Bishop 35 to 14* +	6 King 5 to 6
7 King Castles to 63	7 Pawn 16 to 24
8 Bishop 14 to 7 *	8 Pawn 24 to 31 *
9 Bishop 7 to 28	9 Knight 19 to 36
10 Pawn 51 to 43	10 Queen 22 to 24
11 Pawn 56 to 48	11 Bishop 3 to 48 *
12 Pawn 43 to 36 *	12 Bishop 48 to 55 *
13 King 63 to 55 *	13 Queen 24 to 48 +
14 King 55 to 63	14 Queen 48 to 64 ⊕

GAME LXXXV.

(*From the Calabrois.*)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 10 to 18
2 Pawn 52 to 36	2 Bishop 3 to 10
3 Bishop 62 to 44	3 Pawn 14 to 30
4 Pawn 37 to 30 *	4 Bishop 10 to 55 *
5 Queen 60 to 32 +	5 Pawn 15 to 23
6 Pawn 30 to 23 *	6 Knight 7 to 22
7 Pawn 23 to 16* +	7 Knight 22 to 32 *
8 Bishop 44 to 23 ⊕	

## GAME LXXXVI.

*(From the Calabrois.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 21
2 Pawn	52 to 36	2 Knight	7 to 22
3 Bishop	62 to 44	3 Knight	2 to 19
4 Knight	63 to 46	4 Bishop	6 to 13
5 Pawn	56 to 40	5 King Castles	to 7
6 Pawn	37 to 29	6 Knight	22 to 28
7 Bishop	44 to 16* +	7 King	7 to 16 *
8 Knight	46 to 31 +	8 King	16 to 23
9 Pawn	40 to 32 +	9 King	23 to 30
10 Pawn	55 to 39 ⊕		

## GAME LXXXVII.

*(From the Calabrois.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Pawn	16 to 24
4 Bishop	62 to 35	4 Pawn	15 to 31
5 Pawn	56 to 40	5 Pawn	14 to 22
6 Knight	46 to 31 *	6 Pawn	22 to 31 *
7 Queen	60 to 32 +	7 King	5 to 13
8 Queen	32 to 14. +	8 King	13 to 20
9 Queen	14 to 28 +	9 King	20 to 13
10 Queen	28 to 29 ⊕		

GAME LXXXVIII.

(From the Calabrois.)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Pawn 13 to 29
2 Knight 63 to 46	2 Knight 2 to 19
3 Bishop 62 to 35	3 Bishop 6 to 27
4 Pawn 51 to 43	4 Knight 7 to 22
5 Pawn 52 to 36	5 Pawn 29 to 36 *
6 Pawn 43 to 36 *	6 Bishop 27 to 34 +
7 Knight 58 to 43	7 Knight 22 to 37 *
8 King <i>Castle</i> to 63	8 Knight 37 to 43 *
9 Pawn 50 to 43 *	9 Bishop 34 to 43 *
10 Queen 60 to 42	10 Bishop 43 to 57 *
11 Bishop 35 to 14* +	11 King 5 to 6
12 Bishop 59 to 31	12 Knight 19 to 13
13 Knight 46 to 29	13 Pawn 12 to 28
14 Queen 42 to 46	14 Bishop 3 to 30
15 Bishop 14 to 21	15 Pawn 15 to 23
16 Bishop 31 to 21 +	16 King 6 to 5
17 Bishop 21 to 14 ⊕	

GAME LXXXIX.

(Fool's Mate.)

WHITE.	BLACK.
1 Pawn 55 to 39	1 Pawn 13 to 21
2 Pawn 54 to 46	2 Queen 4 to 40 ⊕

G

## GAME XC.

*(Scholar's Mate.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Bishop	6 to 27
3 Queen	60 to 32	3 Pawn	12 to 20
4 Queen	32 to 14* ⊕		

## GAME XCI.

*(Speedy Check-mate.)*

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	52 to 44	2 Pawn	15 to 23
3 Knight	63 to 46	3 Pawn	14 to 30
4 Pawn	37 to 30 *	4 Pawn	23 to 30 *
5 Knight	46 to 29 *	5 Pawn	12 to 20
6 Queen	60 to 32 +	6 King	5 to 13
7 Queen	32 to 14 ⊕		

## GAMES PLAYED BY MR. PHILIDOR,

WITHOUT SEEING THE TABLES.

The Nine following Games were played by Mr. Philidor, giving the move in all of them: he playing the Black in Games 92 to 97; and the White in 98, 99, and 100:

Game 92 was played against Count Bruhl.

Game 93, against Mr. Bowdler.

Game 94, against Mr. Maseres; to whom he gave the King's Bishop's Pawn.

The before-mentioned Three Games were played, *at the same time*, without Mr. Philidor seeing either of the tables.

Game 95, against Count Bruhl.

Game 96, against Mr. Nowell; to whom he gave the King's Bishop's Pawn.

Game 97, against Mr. Leycester, with the same advantage.

The above were also played by him, *at the same time*, without seeing either of the tables.

Game 98, against the Hon. H. J. Conway.

Game 99, against Captain Smith.

Game 100, against Mr. Sheldon.

These were also played, *at the same time*, Mr. Philidor looking over the table of Game 98; but not seeing either of the others.

Mr. Philidor went through the whole with astonishing accuracy; and often corrected mistakes in those who had the board before them. He sat with his back to the tables, and one of the spectators informed him of the moves of his antagonist (unless he himself called them) who then, by his direction, played his Pieces as he dictated. The idea of the intellectual labour that he was suffering, at first suggested painful sensations to those present; which, however, were soon dissipated, as he seldom paused above half a minute, and seemed to undergo little mental fatigue, being somewhat jocose through the whole, and uttering occasionally many pleasantries that diverted the company. When the intrinsic difficulty of the game is considered, as well as the great skill of his adversaries, —he not having inexperienced, but some of the best players in Europe to contend with, who, of course, conducted it with the most subtle complications, this exertion seems nearly miraculous, and deserves to be recorded as a proof, at once interesting and astonishing, of the power of human intelligence.

## GAME XCII.

(Count Bruhl and Mr. Philidor.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Bishop	62 to 35	2 Pawn	11 to 19
3 Queen	60 to 53	3 Pawn	12 to 20
4 Pawn	51 to 43	4 Pawn	14 to 30
5 Pawn	52 to 44	5 Knight	7 to 22
6 Pawn	37 to 30 *	6 Bishop	3 to 30 *
7 Pawn	44 to 36	7 Pawn	29 to 37
8 Bishop	59 to 31	8 Pawn	20 to 28
9 Bishop	35 to 42	9 Bishop	6 to 20
10 Knight	58 to 52	10 Knight	2 to 12
11 Pawn	56 to 48	11 Pawn	16 to 24
12 Bishop	31 to 45	12 Queen	4 to 13
13 Pawn	54 to 38	13 Pawn	24 to 32
14 Pawn	43 to 35	14 Pawn	9 to 17
15 Pawn	35 to 28 *	15 Pawn	19 to 28 *
16 Queen	53 to 54	16 King	<i>Castles</i> to 7
17 Knight	63 to 53	17 Pawn	10 to 26
18 King	<i>Castles</i> to 63	18 Knight	12 to 18
19 Knight	53 to 47	19 Pawn	15 to 23
20 Rook	57 to 59	20 Knight	18 to 35
21 Knight	47 to 30 *	21 Pawn	23 to 30 *
22 Queen	54 to 47 +	22 Queen	13 to 15
23 Queen	47 to 15*+	23 King	7 to 15 *
24 Bishop	42 to 35 *	24 Pawn	26 to 35 *
25 Pawn	55 to 47	25 Rook	1 to 2
26 Pawn	50 to 42	26 Bishop	20 to 41
27 Rook	59 to 51	27 Pawn	35 to 42 *
28 Pawn	49 to 42 *	28 Rook	6 to 3
29 Rook	51 to 3 *	29 Rook	2 to 3 *
30 Rook	62 to 57	30 Bishop	41 to 34
31 Rook	57 to 17 *	31 Rook	3 to 43



WHITE.		BLACK.	
32 King	63 to 54	32 Rook	43 to 44
33 Rook	17 to 49	33 Bishop	34 to 52 *
34 Rook	49 to 52 *	34 Rook	44 to 42 *
35 Rook	52 to 51	35 Pawn	32 to 40
36 Rook	51 to 11 +	36 King	15 to 23
37 Pawn	47 to 40 *	37 Knight	22 to 32
38 Rook	11 to 12	38 Knight	32 to 38 *
39 Bishop	45 to 38 *	39 Rook	42 to 46 +
40 King	54 to 55	40 Rook	46 to 38 *
41 Rook	12 to 28 *	41 Rook	38 to 46
42 Rook	28 to 4	42 Rook	46 to 44
43 Pawn	36 to 28	43 Pawn	30 to 38
44 Pawn	28 to 20	44 Rook	44 to 52 +
45 King	55 to 62	45 King	23 to 14
46 Pawn	40 to 32	46 Pawn	37 to 45
47 Pawn	32 to 24	47 Pawn	38 to 46
48 King	62 to 63	48 Rook	52 to 60 +
49 King	63 to 56	49 Pawn	45 to 53
50 Pawn	24 to 16	50 Pawn	53 to 61 Q
51 Pawn	16 to 8 Q	51 Queen	61 to 63 ⊕

### GAME XCIII.

(*Mr. Bowdler and Mr. Philidor.*)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	11 to 27
2 Bishop	62 to 35	2 Pawn	13 to 21
3 Queen	60 to 53	3 Knight	2 to 19
4 Pawn	51 to 43	4 Pawn	9 to 17
5 Pawn	49 to 33	5 Pawn	10 to 18
6 Pawn	54 to 38	6 Pawn	12 to 20
7 Knight	63 to 46	7 Knight	7 to 13

## WHITE.

8 Bishop	35 to 49	
9 Pawn	52 to 44	
10 Bishop	59 to 45	
11 Knight	58 to 52	
12 King	<i>Castles</i> to 63	
13 Pawn	37 to 29	
14 Pawn	44 to 36	
15 Pawn	50 to 34	
16 Bishop	49 to 58	
17 Bishop	58 to 51	
18 Pawn	56 to 48	
19 King	63 to 56	
20 Pawn	55 to 39	
21 Bishop	51 to 33	*
22 Bishop	33 to 26	*
23 Rook	62 to 63	
24 Rook	63 to 47	
25 Pawn	34 to 25	*
26 Rook	47 to 63	
27 Rook	57 to 25	*
28 Rook	63 to 59	
29 Knight	52 to 62	
30 Queen	53 to 60	
31 Bishop	45 to 52	
32 Rook	59 to 60	*
33 Rook	60 to 58	
34 King	56 to 47	
35 Knight	62 to 45	
36 Bishop	52 to 59	
37 Pawn	48 to 40	
38 Rook	58 to 59	*
39 Pawn	40 to 32	
40 Rook	59 to 61	
41 Knight	46 to 61	*
42 King	47 to 39	*
43 Knight	45 to 30	*

## BLACK.

8 Pawn	15 to 23	
9 Bishop	6 to 15	
10 Pawn	20 to 28	
11 King	<i>Castles</i> to 7	
12 Pawn	14 to 30	
13 Pawn	16 to 24	
14 Pawn	27 to 35	
15 Pawn	18 to 26	
16 Bishop	3 to 12	
17 Queen	4 to 11	
18 King	7 to 16	
19 Knight	19 to 9	
20 Pawn	26 to 33	*
21 Knight	9 to 26	
22 Bishop	12 to 26	*
23 Rook	6 to 7	
24 Pawn	17 to 25	
25 Rook	1 to 25	*
26 Rook	7 to 1	
27 Queen	11 to 25	*
28 Queen	25 to 41	
29 Queen	41 to 42	
30 Rook	1 to 49	+
31 Queen	42 to 60	*
32 Bishop	26 to 33	
33 Bishop	33 to 42	
34 Knight	13 to 19	
35 Bishop	15 to 6	
36 Bishop	6 to 41	
37 Bishop	41 to 59	*
38 Knight	19 to 13	
39 Rook	49 to 53	
40 Rook	53 to 61	*
41 Pawn	30 to 39	*
42 Knight	13 to 30	
43 Pawn	23 to 30	*+

WHITE.		BLACK.	
44 King	39 to 47	44 Bishop	42 to 60
45 Knight	61 to 46	45 Bishop	60 to 46 *
46 King	47 to 46 *	46 King	16 to 15
47 King	46 to 45	47 King	15 to 14
48 King	45 to 52	48 King	14 to 13
49 King	52 to 51	49 King	13 to 12
50 King	51 to 50	50 King	12 to 19
51 King	50 to 41	51 King	19 to 26

The Game is even; each player preventing the other getting behind his Pawns.

### GAME XCIV.

(Mr. Maseres and Mr. Philidor.)

(The Black Pawn 14 must be taken off before the game commences.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Knight	7 to 24
2 Pawn	52 to 36	2 Knight	24 to 14
3 Bishop	62 to 44	3 Pawn	13 to 21
4 Knight	63 to 46	4 Pawn	12 to 28
5 Pawn	37 to 29	5 Pawn	11 to 27
6 Pawn	51 to 49	6 Knight	2 to 19
7 Bishop	59 to 45	7 Pawn	10 to 18
8 Bishop	44 to 26	8 Bishop	3 to 12
9 Pawn	49 to 33	9 Pawn	9 to 17
10 Bishop	26 to 44	10 Pawn	15 to 23
11 King	Castles to 63	11 Queen	4 to 11
12 Queen	60 to 53	12 Pawn	27 to 35
13 Bishop	44 to 51	13 Rook	1 to 2
14 King	58 to 41	14 Bishop	6 to 13
15 Pawn	56 to 48	15 King	Castles to 7
16 Knight	46 to 56	16 Pawn	18 to 26

WHITE.			BLACK.		
17 Pawn	33 to 26	*	17 Pawn	17 to 26	*
18 Queen	53 to 39		18 King	7 to 15	
19 Pawn	54 to 38		19 Knight	14 to 24	
20 Queen	39 to 47		20 Knight	24 to 30	
21 Bishop	51 to 30	*	21 Rook	6 to 30	*
22 Queen	47 to 46		22 Pawn	26 to 34	
23 Pawn	43 to 34	*	23 Knight	19 to 34	*
24 Pawn	55 to 39		24 Rook	30 to 6	
25 Queen	46 to 55		25 Knight	34 to 44	
26 Bishop	45 to 59		26 Queen	11 to 18	
27 Knight	41 to 51		27 Knight	44 to 59	*
28 Rook	57 to 59	*	28 Queen	18 to 50	*
29 Knight	51 to 45		29 Queen	50 to 55*+	
30 King	63 to 55	*	30 Rook	2 to 42	
31 Rook	62 to 46		31 Rook	42 to 44	
32 Rook	59 to 60		32 Bishop	12 to 33	
33 Rook	60 to 44	*	33 Pawn	35 to 44	*
34 Knight	56 to 62		34 Bishop	13 to 34	
35 Rook	46 to 54		35 Bishop	34 to 43	
36 Rook	54 to 49		36 Bishop	33 to 42	
37 Rook	49 to 54		37 Bishop	43 to 36	*
38 Rook	54 to 52		38 Rook	6 to 38	*
39 Rook	52 to 44	*	39 Bishop	42 to 35	
40 Knight	45 to 35	*	40 Pawn	28 to 35	*
41 Rook	44 to 46		41 Rook	38 to 46	*
42 King	55 to 46	*	42 Bishop	36 to 29	*
43 King	46 to 37		43 Bishop	29 to 22	
44 Knight	62 to 45		44 Pawn	35 to 43	
45 King	37 to 44		45 King	15 to 14	
46 Knight	45 to 60		46 King	14 to 13	
47 Knight	60 to 43	*	47 Bishop	22 to 43	*
48 King	44 to 43	*	48 King	13 to 20	
49 King	43 to 36		49 Pawn	21 to 29	+
50 King	36 to 37		50 King	20 to 21	
51 Pawn	48 to 40		51 Pawn	16 to 24	
52 King	37 to 45		52 King	21 to 28	

WHITE.		BLACK.	
53 King	45 to 44	53 Pawn	29 to 37 +
54 King	44 to 45	54 King	28 to 29
55 Pawn	39 to 31	55 Pawn	24 to 32
56 King	45 to 53	56 King	29 to 38
57 King	53 to 54	57 King	38 to 39
58 King	54 to 45	58 King	39 to 40 *
59 King	45 to 37 *	59 King	40 to 31

The Black wins the game, because he cannot be prevented pushing forward his Pawns.

# GAME XCV.

(Count Bruhl and Mr. Philidor.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	13 to 29
2 Pawn	54 to 38	2 Pawn	29 to 38 *
3 Knight	63 to 46	3 Pawn	15 to 31
4 Bishop	62 to 35	4 Bishop	6 to 15
5 Pawn	56 to 40	5 Pawn	16 to 24
6 Pawn	40 to 31 *	6 Pawn	24 to 31 *
7 Rook	64 to 8 *	7 Bishop	15 to 8 *
8 Pawn	52 to 36	8 Pawn	31 to 39
9 Bishop	59 to 38 *	9 Pawn	39 to 46 *
10 Queen	60 to 46 *	10 Queen	4 to 13
11 Pawn	51 to 43	11 Knight	7 to 22
12 Knight	58 to 52	12 Pawn	12 to 28
13 Bishop	35 to 44	13 Pawn	28 to 37 *
14 Knight	52 to 37 *	14 Knight	22 to 37 *
15 Queen	46 to 37 *	15 Queen	13 to 37*+
16 Bishop	44 to 37 *	16 Pawn	11 to 19
17 King	61 to 52	17 Bishop	3 to 21
18 Pawn	50 to 42	18 Knight	2 to 12

## WHITE.

19 Rook	57 to 64	
20 King	52 to 51	
21 Bishop	38 to 20	
22 Bishop	20 to 27	
23 Rook	64 to 16	
24 Pawn	43 to 35	
25 Bishop	37 to 16	*
26 King	51 to 44	
27 Pawn	36 to 27	*
28 Pawn	42 to 34	
29 Pawn	49 to 41	
30 Bishop	16 to 23	
31 Bishop	23 to 32	
32 Bishop	32 to 60	
33 Bishop	60 to 33	
34 King	44 to 43	
35 Bishop	33 to 60	
36 King	43 to 36	
37 Pawn	34 to 26	
38 Bishop	60 to 46	
39 Pawn	26 to 18	
40 Bishop	46 to 60	
41 King	36 to 45	
42 Bishop	60 to 46	
43 King	45 to 44	
44 King	44 to 43	
45 King	43 to 42	

## BLACK.

19 Bishop	8 to 22	
20 King	<i>Castles</i> to 3	
21 Knight	12 to 18	
22 King	3 to 11	
23 Rook	4 to 8	
24 Rook	8 to 16	*
25 Knight	18 to 12	
26 Knight	12 to 27	*
27 Bishop	22 to 13	
28 Pawn	9 to 17	
29 Pawn	14 to 30	
30 King	11 to 12	
31 Bishop	13 to 31	
32 Bishop	31 to 59	
33 Bishop	59 to 41	*
34 Bishop	41 to 59	
35 Bishop	59 to 38	
36 King	12 to 13	
37 King	13 to 22	
38 Bishop	21 to 12	
39 Bishop	38 to 31	
40 Bishop	31 to 40	
41 King	22 to 29	
42 Bishop	40 to 13	
43 Bishop	13 to 27	*
44 Bishop	27 to 18	*
45 King	29 to 36	

The Black wins the game.

GAME XCVI.

(*Mr. Nowell and Mr. Philidor.*)

(*The Black Pawn 14 must be taken off before the game commences.*)

WHITE.	BLACK.
1 Pawn 53 to 37	1 Knight 7 to 24
2 Bishop 62 to 35	2 Pawn 13 to 21
3 Pawn 52 to 44	3 Knight 24 to 14
4 Pawn 54 to 38	4 Pawn 12 to 28
5 Bishop 35 to 42	5 Bishop 6 to 27
6 Knight 63 to 46	6 King <i>Castles</i> to 7
7 Pawn 37 to 29	7 Pawn 11 to 19
8 Pawn 44 to 36	8 Bishop 27 to 18
9 Pawn 49 to 41	9 Queen 4 to 13
10 King <i>Castles</i> to 63	10 Pawn 19 to 27
11 Pawn 51 to 43	11 Knight 2 to 19
12 Bishop 59 to 45	12 Bishop 3 to 12
13 Queen 60 to 53	13 Pawn 15 to 23
14 Bishop 42 to 51	14 Knight 14 to 24
15 Knight 58 to 52	15 Knight 24 to 30
16 Rook 62 to 54	16 Knight 30 to 45 *
17 Queen 53 to 45 *	17 Rook 1 to 3
18 Knight 52 to 42	18 Pawn 27 to 36 *
19 Knight 42 to 36 *	19 Knight 19 to 36 *
20 Knight 46 to 36 *	20 Rook 3 to 35
21 Rook 57 to 60	21 Rook 35 to 3
22 Pawn 56 to 48	22 Rook 6 to 14
23 King 63 to 56	23 Rook 3 to 6
24 Queen 45 to 47	24 Bishop 18 to 4
25 Rook 60 to 62	25 Pawn 10 to 26
26 Queen 47 to 45	26 Pawn 9 to 25
27 Rook 54 to 46	27 Rook 14 to 15
28 Queen 45 to 52	28 Bishop 4 to 11
29 Bishop 51 to 44	29 Rook 6 to 2
30 King 56 to 64	30 Pawn 23 to 31

## WHITE.

31 Rook	46 to 47	
32 Rook	47 to 15	*
33 Rook	62 to 38	*
34 Rook	38 to 39	+
35 Knight	36 to 46	
36 Rook	39 to 40	
37 Bishop	44 to 16*	+
38 Bishop	16 to 44	
39 Rook	40 to 39	+
40 Queen	52 to 45	
41 Rook	39 to 23	
42 Queen	45 to 27	
43 Rook	23 to 15	
44 Queen	27 to 45	
45 Queen	45 to 31	+
46 Queen	31 to 52	
47 Rook	15 to 23	
48 Queen	52 to 24	
49 Bishop	44 to 26	*
50 Queen	24 to 8	+
51 Rook	23 to 31	
52 Knight	46 to 29	
53 Pawn	41 to 33	
54 Knight	29 to 46	
55 Queen	8 to 36	+
56 Queen	36 to 27*	+
57 Bishop	26 to 12	*
58 Knight	46 to 61	
59 King	64 to 63	
60 Knight	61 to 46	
61 Pawn	55 to 46	*
62 King	63 to 55	
63 King	55 to 62	
64 King	62 to 54	
65 King	54 to 53	

## BLACK.

31 Pawn	31 to 38	*
32 Queen	13 to 15	*
33 Queen	15 to 29	*
34 King	7 to 8	
35 Queen	29 to 22	
36 King	8 to 7	
37 King	7 to 15	
38 Rook	2 to 8	
39 King	15 to 6	
40 King	6 to 5	
41 Queen	22 to 38	
42 King	5 to 4	
43 Queen	38 to 20	
44 Rook	8 to 6	
45 King	4 to 3	
46 Pawn	21 to 29	
47 Bishop	12 to 21	
48 Rook	6 to 5	
49 Rook	5 to 13	
50 King	3 to 10	
51 Pawn	29 to 37	
52 King	10 to 18	
53 Pawn	37 to 45	
54 Bishop	21 to 12	
55 Queen	20 to 27	
56 King	18 to 27	*
57 Pawn	45 to 53	
58 Rook	13 to 12	*
59 Rook	12 to 14	
60 Rook	14 to 46	*
61 Pawn	53 to 61Q	+
62 Queen	61 to 52	+
63 Queen	52 to 31	*
64 Queen	31 to 47	+
65 Queen	47 to 48	*



WHITE.		BLACK.	
66 King	53 to 45	66 Queen	48 to 21 +
67 King	45 to 54	67 King	27 to 35

The Black wins the game.

GAME XCVII.

(Mr. Leycester and Mr. Philidor.)

(The Black Pawn 14 must be taken off before the game commences.)

WHITE.		BLACK.	
1 Pawn	53 to 37	1 Pawn	11 to 27
2 Queen	60 to 32 +	2 Pawn	15 to 23
3 Queen	32 to 27 *	3 Knight	2 to 19
4 Pawn	51 to 43	4 Pawn	13 to 29
5 Queen	27 to 45	5 Knight	7 to 22
6 Pawn	56 to 48	6 Pawn	12 to 28
7 Pawn	37 to 28 *	7 Knight	22 to 28 *
8 Queen	45 to 53	8 Knight	28 to 38
9 Queen	53 to 46	9 Bishop	6 to 24
10 Bishop	62 to 26	10 King	Castles to 7
11 Queen	46 to 37	11 Bishop	3 to 30
12 Queen	37 to 35 +	12 King	7 to 8
13 Queen	35 to 62	13 Bishop	30 to 44
14 Bishop	26 to 44	14 Knight	38 to 44*+
15 King	61 to 53	15 Rook	6 to 54*+
16 Queen	62 to 54 *	16 Knight	44 to 54 *
17 King	53 to 54 *	17 Queen	4 to 44
18 Knight	63 to 53	18 Rook	1 to 6 +
19 King	54 to 61	19 Pawn	29 to 37
20 Rook	64 to 62	20 Rook	6 to 62 *
21 King	61 to 62 *	21 Queen	44 to 51
22 King	62 to 61	22 Knight	19 to 29
23 Knight	58 to 41	23 Knight	29 to 44 +
24 King	61 to 62	24 Queen	51 to 60 ⊕

## GAME XCVIII.

*(The Hon. H. J. Conway and Mr. Philidor.)**Mr. Philidor played the White.—(The Black moves first.)*

BLACK.		WHITE.	
1 Pawn	13 to 29	1 Pawn	53 to 37
2 Bishop	6 to 27	2 Pawn	51 to 43
3 Knight	2 to 19	3 Bishop	62 to 44
4 Pawn	12 to 20	4 Bishop	44 to 51
5 Queen	4 to 22	5 Queen	60 to 53
6 Bishop	3 to 39	6 Knight	63 to 46
7 Knight	7 to 13	7 Pawn	52 to 44
8 Pawn	16 to 24	8 Bishop	59 to 45
9 Bishop	27 to 18	9 Pawn	50 to 34
10 King	<i>Castles</i> to 3	10 Pawn	56 to 48
11 Bishop	39 to 46 *	11 Queen	53 to 46 *
12 Queen	22 to 46 *	12 Pawn	55 to 46 *
13 Pawn	20 to 28	13 Pawn	49 to 33
14 Pawn	14 to 30	14 Pawn	37 to 28 *
15 Rook	4 to 28 *	15 Pawn	33 to 25
16 Bishop	18 to 45 *	16 Pawn	54 to 45 *
17 Rook	28 to 4	17 King	61 to 53
18 Knight	13 to 7	18 Knight	58 to 52
19 Knight	7 to 22	19 Pawn	48 to 40
20 Pawn	29 to 37	20 Pawn	46 to 37 *
21 Knight	22 to 37 *	21 Knight	52 to 37 *
22 Pawn	30 to 37 *	22 Pawn	44 to 36
23 Rook	8 to 5	23 Rook	57 to 62
24 Rook	4 to 20	24 Rook	62 to 38
25 Pawn	10 to 18	25 Pawn	25 to 18 *
26 Pawn	9 to 18 *	26 Rook	38 to 37 *
27 Rook	5 to 6	27 Rook	37 to 39
28 Pawn	15 to 23	28 Rook	64 to 63
29 Knight	19 to 13	29 Pawn	45 to 37
30 Rook	20 to 22	30 Rook	63 to 55

BLACK.		WHITE.	
31 Rook	22 to 46	31 Bishop	51 to 44
32 Rook	46 to 48	32 Rook	55 to 47
33 Rook	48 to 47 *	33 Rook	39 to 47 *
34 Rook	6 to 38	34 Pawn	37 to 29
35 Rook	38 to 40 *	35 Bishop	44 to 23 *
36 Knight	13 to 23 *	36 Rook	47 to 23 *
37 King	3 to 12	37 King	53 to 44
38 Rook	40 to 64	38 King	44 to 35
39 Pawn	11 to 19	39 Pawn	34 to 26
40 Pawn	19 to 26* +	40 King	35 to 28
41 Rook	64 to 48	41 Rook	23 to 15 +
42 King	12 to 3	42 Pawn	29 to 21
43 Rook	48 to 43 *	43 Rook	15 to 7 +
44 King	3 to 10	44 Pawn	21 to 13
45 Rook	43 to 45	45 Pawn	13 to 5 Q
46 Rook	45 to 5 *	46 Rook	7 to 5 *

The White wins the game.

# GAME XCIX.

(Mr. Sheldon and Mr. Philidor.)

Mr. Philidor played the White.—(The Black moves first.)

BLACK.		WHITE.	
1 Pawn	13 to 29	1 Pawn	53 to 37
2 Bishop	6 to 27	2 Pawn	51 to 43
3 Knight	7 to 22	3 Pawn	52 to 36
4 Pawn	29 to 36 *	4 Pawn	43 to 36 *
5 Bishop	27 to 18	5 Knight	58 to 43
6 Pawn	12 to 28	6 Pawn	37 to 29
7 Knight	22 to 37	7 Bishop	59 to 45
8 King	Castles to 7	8 Pawn	54 to 46
9 Knight	37 to 43 *	9 Pawn	50 to 43 *

BLACK.		WHITE.	
10 Pawn	14 to 22	10 Pawn	46 to 38
11 Bishop	3 to 21	11 Knight	63 to 46
12 Knight	2 to 12	12 Bishop	62 to 44
13 Pawn	11 to 27	13 King	<i>Castles</i> to 63
14 Bishop	18 to 25	14 Queen	60 to 51
15 Pawn	22 to 30	15 Knight	46 to 31
16 Queen	4 to 13	16 Knight	31 to 21 *
17 Queen	13 to 21 *	17 Pawn	43 to 35
18 Knight	12 to 18	18 Pawn	36 to 27 *
19 Knight	18 to 35 *	19 Bishop	44 to 35 *
20 Pawn	28 to 35 *	20 Rook	57 to 59
21 Pawn	35 to 43	21 Rook	62 to 60
22 Rook	6 to 4	22 Rook	60 to 20
23 Rook	4 to 20 *	23 Pawn	27 to 20 *
24 Bishop	25 to 18	24 Bishop	45 to 18 *
25 Pawn	9 to 18 *	25 Queen	51 to 42
26 King	7 to 14	26 Queen	42 to 21 *
27 King	14 to 21 *	27 Rook	59 to 43 *
28 Rook	1 to 49 *	28 Rook	43 to 44
29 King	21 to 12	29 Pawn	29 to 21 +
30 King	12 to 21 *	30 Pawn	20 to 12
31 Rook	49 to 1	31 Pawn	12 to 4 Q
32 Rook	1 to 4 *	32 Rook	44 to 4 *

The White wins the game, by attacking the Black Pawns, 10 and 18, with his King.

### GAME C.

(Capt. Smith and Mr. Philidor.)

Mr. Philidor played the White.—(The Black moves first.)

BLACK.		WHITE.	
1 Pawn	13 to 29	1 Pawn	53 to 37
2 Bishop	6 to 27	2 Knight	63 to 46

BLACK.

3 Pawn	12 to 20	
4 Bishop	3 to 39	
5 Bishop	39 to 46	*
6 Knight	2 to 19	
7 Bishop	27 to 18	
8 Pawn	9 to 17	
9 Knight	7 to 22	
10 Queen	4 to 12	
11 Bishop	18 to 45	*
12 King	<i>Castles</i> to 7	
13 Pawn	16 to 24	
14 Knight	22 to 16	
15 Pawn	15 to 23	
16 King	7 to 15	
17 Pawn	14 to 22	
18 Knight	19 to 13	
19 Pawn	11 to 19	
20 Pawn	20 to 28	
21 Pawn	28 to 37	*
22 Knight	13 to 28	
23 Rook	1 to 5	
24 Queen	12 to 14	
25 Knight	28 to 13	
26 Queen	14 to 23	*
27 Knight	13 to 23	*
28 King	15 to 8	
29 Rook	6 to 7	
30 King	8 to 16	*
31 Knight	23 to 40	
32 King	16 to 23	
33 King	23 to 31	

WHITE.

3 Pawn	51 to 43	
4 Pawn	56 to 48	
5 Queen	60 to 46	*
6 Pawn	50 to 34	
7 Pawn	49 to 33	
8 Bishop	62 to 35	
9 Pawn	52 to 54	
10 Bishop	59 to 45	
11 Pawn	54 to 45	*
12 Pawn	55 to 39	
13 Knight	58 to 52	
14 Pawn	48 to 40	
15 King	61 to 53	
16 Pawn	44 to 36	
17 Knight	52 to 62	
18 Knight	62 to 47	
19 Rook	57 to 63	
20 Bishop	35 to 42	
21 Queen	46 to 37	*
22 King	53 to 52	
23 Pawn	40 to 32	
24 Bishop	42 to 51	
25 Pawn	32 to 23	*
26 Queen	37 to 23	*+
27 Knight	47 to 30	+
28 Rook	64 to 24	*
29 Rook	24 to 16	*+
30 Rook	63 to 64	+
31 Rook	64 to 40	*+
32 Knight	30 to 24	+
33 Rook	40 to 32	⊕

## CONCLUSIONS OF GAMES.

Methods of giving Check-mate with a Rook and a Bishop against a Rook.

\* \* \* *The situation in which the Pieces are put is the most advantageous for the Black; but, in case he did not choose that situation, it is not difficult to force his King to the extremity of the board.*

(1.)

WHITE.  
King 21, Rook 59, Bishop 29.  
1 Rook 59 to 3 +  
2 Rook 3 to 11  
3 Rook 11 to 10  
4 Rook 10 to 15  
5 Bishop 29 to 47  
6 Rook 15 to 39  
7 Rook 39 to 35  
8 Bishop 47 to 40  
9 Bishop 40 to 22  
10 Bishop 22 to 29  
11 Rook 35 to 40  
12 Rook 40 to 8 ⊕

BLACK.  
King 5, Rook 12.  
1 Rook 12 to 4  
2 Rook 4 to 52  
3 Rook 52 to 60  
4 Rook 60 to 62  
5 King 5 to 6  
6 King 6 to 5  
7 Rook 62 to 60  
8 King 5 to 6  
9 Rook 60 to 61 +  
10 King 6 to 7  
11 Any where.

☞ See (2).  
☞ See (4).  
☞ See (6).

(2.)

WHITE.  
1 Rook 59 to 3 +  
2 Rook 3 to 11  
3 Rook 11 to 10

BLACK.  
1 Rook 12 to 4  
2 Rook 4 to 52  
3 Rook 52 to 60

WHITE.  
 4 Rook 10 to 15  
 5 Rook 15 to 16  
 6 Rook 16 to 11  
 7 Bishop 29 to 22  
 8 Rook 11 to 3 +  
 9 Rook 3 to 8 ⊕

BLACK.  
 ♖ 4 King 5 to 6  
 ♖ 5 Rook 60 to 63  
 ♖ 6 Rook 63 to 23 +  
 7 King 6 to 7  
 8 King 7 to 16

♞ See (1).  
 ♞ See (3).

(3.)

WHITE.  
 1 to 5; same as (2.)  
 6 Rook 16 to 11  
 7 Rook 11 to 3 +  
 8 Rook 3 to 8 +  
 9 Rook 8 to 7 +  
 10 Rook 7 to 63 \*

BLACK.  
 1 to 5; same as (2.)  
 6 King 6 to 7  
 7 King 7 to 16  
 8 King 16 to 23  
 9 King 23 to 32  
 10 The game is lost.

(4.)

WHITE.  
 1 to 4; same as (1.)  
 5 Bishop 29 to 47  
 6 Bishop 47 to 20  
 7 Bishop 20 to 29  
 8 Rook 15 to 13 +  
 9 Rook 13 to 10  
 10 Rook 10 to 2 ⊕




BLACK.  
 1 to 4; same as (1.)  
 5 Rook 62 to 46  
 6 Rook 46 to 45 +  
 7 Rook 45 to 46  
 ♖ 8 King 5 to 4  
 9 Any where.




♞ See (5).

(5.)

WHITE.  
 1 Rook 59 to 3 +  
 2 Rook 3 to 11

BLACK.  
 1 Rook 12 to 4  
 2 Rook 4 to 52

WHITE.		BLACK.	
3 Rook	11 to 10	3 Rook	52 to 60
4 Rook	10 to 15	 4 Rook	60 to 62
5 Bishop	29 to 47	 5 Rook	62 to 46
6 Bishop	47 to 20	6 Rook	46 to 45 +
7 Bishop	20 to 29	7 Rook	45 to 46
8 Rook	15 to 13 +	 8 King	5 to 6
9 Rook	13 to 11	9 King	6 to 7
10 Rook	11 to 15 +	10 King	7 to 6
11 Rook	15 to 39	11 King	6 to 5
12 Bishop	29 to 38	12 King	5 to 6
13 Bishop	38 to 24 +	13 King	6 to 5
14 Rook	39 to 7 ⊕		

 See (2.)  
 See (1.)  
 See (4.)

(6.)

WHITE.		BLACK.	
1 to 6; same as (1.)		1 to 6; same as (1.)	
7 Rook	39 to 35	7 King	5 to 6
8 Bishop	47 to 29	8 King	6 to 7
9 Rook	35 to 40	9 Any where.	
10 Rook	40 to 8 ⊕		

Methods of forcing the Black to take the above-mentioned Situation, in order to give Check-mate with a Rook and a Bishop against a Rook.

(1.)

WHITE.		BLACK.	
King 37, Rook 49, Bishop 45.		King 21, Rook 12.	
1 Rook	49 to 50	1 Rook	12 to 4
2 Bishop	45 to 38	2 Rook	4 to 5



WHITE.			BLACK.		
3 Rook	50 to 18	+	3 King	21 to 14	+
4 King	37 to 30		4 Rook	5 to 53	
5 Rook	18 to 58		5 Rook	53 to 54	
6 Rook	58 to 10	+	6 King	14 to 6	
7 King	30 to 37		7 King	6 to 5	
8 Bishop	38 to 29		8 Rook	54 to 14	
9 Rook	10 to 2	+	9 King	5 to 13	
10 King	37 to 28		10 Rook	14 to 62	
11 Rook	2 to 10	+	11 King	13 to 5	
12 King	28 to 21				

See (2.)

(2.)

WHITE.			BLACK.		
1 to 6 ; same as (1.)			1 to 6 ; same as (1.)		
7 King	30 to 37		7 King	6 to 7	
8 Bishop	38 to 29		8 Rook	54 to 14	
9 Rook	10 to 58		9 Rook	14 to 54	
10 King	37 to 28		10 King	7 to 14	
11 Rook	58 to 10	+	11 King	14 to 23	
12 Rook	10 to 15	+	12 King	23 to 24	
13 King	28 to 21		13 Rook	54 to 53	
14 Rook	15 to 63		14 Rook	53 to 54	
15 Bishop	29 to 22		15 King	24 to 32	
16 Rook	63 to 31	+	16 King	32 to 24	
17 King	21 to 14		17 Rook	54 to 51	
18 Rook	31 to 26		18 Rook	51 to 11	+
19 Bishop	22 to 13		19 Rook	11 to 12	
20 Rook	26 to 2		20 King	24 to 32	
21 Rook	2 to 34		21 Any where.		
22 Rook	34 to 40	⊕			

# Methods of giving Check-mate with a Knight and a Bishop.

(1.)

WHITE.		BLACK.	
King 37, Knight 58, Bishop 62.		King 22.	
1 Bishop	62 to 35	1 King	22 to 23
2 King	37 to 38	2 King	23 to 22
3 Knight	58 to 43	3 King	22 to 23
4 Knight	43 to 37	4 King	23 to 24
5 King	38 to 30	5 King	24 to 16
6 King	30 to 22	6 King	16 to 8
7 Knight	37 to 20	7 King	8 to 16
8 Knight	20 to 14	8 King	16 to 7
9 Bishop	35 to 44	9 King	7 to 6
10 Bishop	44 to 16	10 King	6 to 5
11 Knight	14 to 29	11 King	5 to 6
12 Knight	29 to 12 +	12 King	6 to 5
13 King	22 to 21	13 King	5 to 4
14 King	21 to 20	14 King	4 to 5
15 Bishop	16 to 23 +	15 King	5 to 4
16 Bishop	23 to 14	16 King	4 to 3
17 Knight	12 to 27	17 King	3 to 4
18 Knight	27 to 10 +	18 King	4 to 3
19 King	20 to 19	19 King	3 to 2
20 King	19 to 18	20 King	2 to 3
21 Bishop	14 to 21 +	21 King	3 to 2
22 Bishop	21 to 12	22 King	2 to 1
23 Knight	10 to 27	23 King	1 to 2
24 Knight	27 to 17 +	24 King	2 to 1
25 Bishop	12 to 19 ⊕		

If the White Bishop had been upon a Black square, the Black King must have been forced into 8 or 57 in the same manner.

---

| ♞ See (2.)

(2.)

WHITE.		BLACK.	
1 to 10; as (1.)		1 to 10; as (1.)	
King 22,	Bishop 16, Knight 14.	King 5.	
11 Knight	14 to 29	11 King	5 to 4
12 King	22 to 21	12 King	4 to 11
13 Knight	29 to 12	13 King	11 to 19
14 Bishop	16 to 44	14 King	19 to 11
15 Bishop	44 to 37	15 King	11 to 4
16 King	21 to 20	16 King	4 to 5
17 Bishop	37 to 23 +	17 King	5 to 4
18 Bishop	23 to 14	18 King	4 to 3
19 Knight	12 to 27	19 King	3 to 4

Continued at the 18th move of (1.)

Method of giving Check-mate with a Rook and a Pawn  
against a Bishop.

WHITE.		BLACK.	
King 37, Rook 60, Pawn 36.		King 21, Bishop 11.	
(a) 1 Rook	60 to 57	(a) 1 Bishop	11 to 2
2 Rook	57 to 17 +	2 Bishop	2 to 20
3 Rook	17 to 18	3 King	21 to 12
4 King	37 to 28	4 Bishop	20 to 47
5 Rook	18 to 10 +	5 Bishop	47 to 11

(a) If, instead of this you had moved your Pawn 36 to 28, your adversary could have made a drawn game, as will be shown afterwards.

(a) If, instead of this, you had moved your King, your adversary would have pushed forward his King, and afterwards his Pawn.

## GAME OF CHESS.

WHITE.  
 6 Rook 10 to 9  
 7 King 28 to 19  
 8 Pawn 36 to 28

BLACK.  
 6 King 12 to 3  
 7 Bishop 11 to 38  
 (b) 8 The game is lost.

(b) Because you cannot prevent his Pawn pushing forward, without sacrificing your Bishop.

A Drawn Game, with a Rook and a Pawn against a Bishop.

WHITE.  
 King 37, Rook 60, Pawn 36.  
 1 Pawn 36 to 28 +  
 2 King 37 to 36  
 3 Rook 60 to 57  
 4 Rook 57 to 9 +  
 5 King 36 to 37  
 6 Rook 9 to 15  
 7 Rook 15 to 23 +  
 (a) 8 Pawn 28 to 20  
 9 King 37 to 29

BLACK.  
 King 21, Bishop 11.  
 1 King 21 to 12  
 2 Bishop 11 to 47  
 3 Bishop 47 to 38  
 (a) 4 King 12 to 20  
 5 Bishop 38 to 47  
 6 Bishop 47 to 61  
 7 King 20 to 12  
 (b) 8 King 12 to 19  
 (c) 9 Bishop 61 to 34

(a) The situation of your adversary's Bishop prevents your advancing your King.

(a) If, instead of this, you had covered the check with your Bishop, your adversary would have won the game, by moving his King to 27.

(b) Any other move would have lost you the game

(c) This move prevents your adversary pushing forward his Pawn.

WHITE.		BLACK.	
10 Pawn	20 to 12 +	10 King	19 to 12 *
11 King	29 to 28	(d) 11 King	12 to 11

---

(d) Having a Bishop against a Rook, you must endeavour to get your King into a corner-square of a different colour from that on which your Bishop is; in this case into 1 or 64; which will ensure you a drawn game.

### Methods of giving Check-mate with a single Rook.

(1.)

WHITE.		BLACK.	
King 37, Rook 64.		King 21.	
1 Rook	64 to 24 +	1 King	21 to 13
2 King	37 to 29	2 King	13 to 12
3 Rook	24 to 23	(a) 3 King	12 to 11
4 King	29 to 28	4 King	11 to 10
5 King	28 to 27	5 King	10 to 9
6 King	27 to 26	6 King	9 to 10
7 Rook	23 to 15 +	7 King	10 to 3
8 King	26 to 19	8 King	3 to 4
9 Rook	15 to 9	9 King	4 to 5
10 King	19 to 20	10 King	5 to 6
11 King	20 to 21	11 King	6 to 7

---

(a) If you had played to 13, your adversary would have forced you back with his Rook.

WHITE.  
 12 King 21 to 22  
 13 King 22 to 23  
 14 Rook 9 to 1 ⊕

BLACK.  
 12 King 7 to 8  
 13 King 8 to 7

(2.)

WHITE.  
 King 36, Rook 32,  
 1 King 36 to 35  
 2 King 36 to 34  
 (a) 3 Rook 35 to 24 +  
 4 King 34 to 26  
 5 Rook 24 to 16 +  
 6 King 26 to 18  
 7 Rook 16 to 8 ⊕

BLACK.  
 King 18.  
 1 King 18 to 17  
 2 King 17 to 18  
 (a) 3 King 18 to 9  
 4 King 9 to 10  
 5 King 10 to 1  
 6 King 1 to 2

(a) By this move you force your adversary nearer to the side of the board.



(a) Instead of this, you might have moved to 11, which would have prolonged the game a few moves.

Methods of giving Check-mate with a Queen against a Rook and a Pawn; and also a Queen against a Rook.

(1.)

WHITE.  
 King 38, Queen 44.  
 1 Queen 44 to 16 +  
 2 Queen 16 to 7 +  
 3 Queen 7 to 3

BLACK.  
 King 13, Rook 29, Pawn 20.  
 1 King 13 to 21  
 2 King 21 to 13  
 3 Rook 29 to 27


WHITE.			BLACK.		
	4 Queen	3 to 10 +		4 King	13 to 21
	5 Queen	10 to 15		5 Rook	27 to 29
(a)	6 Queen	15 to 11		6 Rook	29 to 27
	7 Queen	11 to 4		7 Rook	27 to 29
	8 Queen	4 to 5 +		8 King	21 to 28
	9 Queen	5 to 3		9 Rook	29 to 37 +
	10 King	38 to 30		10 Rook	37 to 29 +
	11 King	30 to 22		11 Rook	29 to 37
	12 Queen	3 to 30 +		12 Rook	37 to 29
	13 Queen	30 to 44 +		13 King	28 to 27
	14 Queen	44 to 52		14 King	27 to 19
	15 Queen	52 to 36		15 King	19 to 12
	16 Queen	36 to 35		16 Rook	29 to 27
	17 Queen	35 to 14 +		17 King	12 to 19
	18 King	22 to 13		18 Rook	27 to 29 +
	19 King	13 to 4		19 Rook	29 to 27
	20 Queen	14 to 12 +		20 King	19 to 28
	21 King	4 to 13		21 Rook	27 to 19
	22 Queen	12 to 30 +		22 King	28 to 35
	23 King	13 to 12		23 Rook	19 to 27
	24 Queen	30 to 37 +		24 King	35 to 42
	25 King	12 to 20 *		25 Rook	27 to 51
	26 King	20 to 28		26 King	42 to 50
	27 King	28 to 36		27 King	50 to 57
(b)	28 King	36 to 44		28 Rook	51 to 50
	29 Queen	37 to 33 +	(a)	29 King	57 to 58
	30 Queen	33 to 41		30 Rook	50 to 52 +
(c)	31 King	44 to 43		31 Rook	52 to 51 +

(a) This move determines the winning of the game.

(b) If you had taken your adversary's Rook with your Queen, you would have given him stalemate.

(c) The same, if you had taken it with your King.

 See (2).

 See (3).

(a) If you had covered the check with your Rook, the Queen would have given you check, by moving to 60.

WHITE.		BLACK.	
(d)	32 King 43 to 44	32 Rook	51 to 52 +
	33 King 44 to 45	33 Rook	52 to 50
	34 Queen 41 to 33	34 Rook	50 to 51
	35 King 45 to 44	35 Rook	51 to 50
	36 King 44 to 43	36 Rook	50 to 56
	37 Queen 33 to 26 +	37 King	58 to 57
	38 Queen 26 to 17 +	38 King	57 to 58
	39 Queen 17 to 18 +	39 King	58 to 49
	40 Queen 18 to 9 +	40 King	49 to 58
	41 Queen 9 to 63 +	41 King	58 to 49
	42 Queen 63 to 56* +	42 King	49 to 58
	43 Queen 56 to 50 ⊕		

(d) If you had moved your King to 42, he would have played his Rook to 43, which would either have given him stale-mate or a drawn game.

(2.)

WHITE.		BLACK.	
	1 to 8; same as (1.)		1 to 8; same as (1.)
	9 Queen 5 to 3		9 Rook 29 to 32
	10 Queen 3 to 1 +		10 King 28 to 35
	11 Queen 1 to 33 +		11 King 35 to 43
	12 Queen 33 to 19 +		12 King 43 to 42
	13 Queen 19 to 20 *		

The Pieces may soon be brought into the same situation, as at the end of the last game.



(3.)

WHITE.		BLACK.	
1	to 14; as (1).	1	to 14; as (1.)
15	Queen 52 to 36	15	King 19 to 11
16	Queen 36 to 33	16	Rook 29 to 27
17	Queen 33 to 9 +	17	King 11 to 19
18	King 22 to 13	18	The Game is lost.

A Drawn Game: a Queen against a Rook and a Pawn.

WHITE.		BLACK.	
King 28, Queen 42.		King 4, Rook 21, Pawn 12.	
1	Queen 42 to 2 +	1	King 4 to 13
2	Queen 2 to 7	2	Rook 21 to 19
3	King 28 to 29	3	Rook 19 to 21 +
4	King 29 to 28	4	Rook 21 to 20 +

This must be a drawn Game, through the situation of the Pawn.

A Drawn Game: a Rook against a Rook and a Pawn.

WHITE.		BLACK.	
King 30, Rook 16, Pawn 37.		King 5, Rook 17.	
1	Pawn 37 to 29	1	Rook 17 to 18
2	Rook 16 to 9	2	Rook 18 to 19
		♞ See the following Game.	

WHITE.  
 3 Pawn 29 to 21  
 4 King 30 to 22  
 5 King 22 to 29

BLACK.  
 (a) 3 Rook 19 to 59  
 4 Rook 59 to 62 +  
 5 Rook 62 to 61 +

(a) If, instead of this, you had given check, you would have lost the game.

The Game is even; because if you desert your Pawn, he will attack and take it.

### A Game won with a Rook and a Pawn against a Rook.

(The Situations of the Pieces the same as above.)

WHITE.  
 (a) 1 Pawn 37 to 29  
 2 King 30 to 22  
 3 King 22 to 21  
 4 Rook 16 to 8 +  
 (b) 5 Rook 8 to 5  
 6 King 21 to 12  
 7 Pawn 29 to 21 +

BLACK.  
 1 Rook 17 to 57  
 2 Rook 57 to 62 +  
 3 King 5 to 6  
 4 King 6 to 15  
 5 Rook 62 to 61  
 (a) 6 King 15 to 14  
 (b) 7 King 14 to 15

(a) If you had moved to 21, your adversary would have given you check with his Rook on 17; by which he would have had it in his power to make a drawn game.

(b) This is the only move which can ensure you the game; every other leads but to a drawn game.

(a) If, instead of this, you had given check with your Rook, your adversary would have played his King to 13.

(b) If you had moved to 22, he would have checked you with his Rook on 6, and afterwards pushed forward his Pawn.

WHITE.

(c) 8 King 12 to 13  
 9 Rook 5 to 4  
 10 Rook 4 to 52  
 11 Rook 52 to 55 +  
 12 King 13 to 14  
 13 King 14 to 5  
 14 Pawn 21 to 13  
 15 Rook 55 to 51  
 (d) 16 Rook 51 to 11  
 17 Rook 11 to 12  
 18 Rook 12 to 60  
 19 King 5 to 12  
 20 King 12 to 21  
 21 Rook 60 to 20  
 22 Rook 20 to 4  
 23 Rook 4 to 20  
 24 King 21 to 12  
 25 Rook 20 to 21  
 26 King 12 to 3  
 27 Pawn 13 to 5Q+  
 28 King 3 to 4  
 29 Queen 5 to 13 \*

BLACK.

8 Rook 61 to 53  
 9 Rook 53 to 61  
 10 Rook 61 to 45  
 11 King 15 to 16  
 12 Rook 45 to 46 +  
 13 Rook 46 to 45  
 14 Rook 45 to 44  
 15 King 16 to 15  
 16 Rook 44 to 52  
 17 Rook 52 to 50  
 18 Rook 50 to 2 +  
 19 Rook 2 to 10 +  
 20 Rook 10 to 18 +  
 21 Rook 18 to 2  
 22 Rook 2 to 18 +  
 23 Rook 18 to 2  
 24 King 15 to 14  
 25 Rook 2 to 10 +  
 26 King 14 to 21 \*  
 27 Rook 10 to 13  
 28 King any where.  
 29 The Game is lost.

(c) Had you moved your Pawn, it would have been a drawn game.

(d) If you had moved your Rook to 52, and he had taken it with his Rook, you would have gained the game by a stale-mate.

### A drawn Game with a Queen against a Queen and a Pawn.

**WHITE.**  
 King 15, Queen 44, Pawn 22.  
 1 Pawn 22 to 14  
 2 Queen 44 to 23  
 3 King 15 to 7  
 4 King 7 to 16  
 5 Queen 23 to 24  
 6 King 16 to 7  
 7 Queen 24 to 15

**BLACK.**  
 King 34, Queen 27.  
 1 Queen 27 to 31 +  
 2 Queen 31 to 29 +  
 3 Queen 29 to 28  
 4 Queen 28 to 64 +  
 5 Queen 64 to 37 +  
 6 Queen 37 to 39 +  
 7 Queen 39 to 21

It is plainly proved, that when the Check does not continue, the Pawn may be prevented from making a Queen.

### Method of giving Check-mate with a Queen against a Pawn near making a Queen.

**WHITE.**  
 King 10, Queen 3.  
 1 Queen 3 to 30 +  
 2 Queen 30 to 31 +  
 3 Queen 31 to 38 +  
 4 Queen 38 to 45  
 5 Queen 45 to 46 +  
 6 King 10 to 19  
 7 Queen 46 to 28 +  
 8 Queen 28 to 35 +  
 9 Queen 35 to 36 +  
 10 Queen 36 to 45

**BLACK.**  
 King 54, Pawn 53.  
 1 King 54 to 55  
 2 King 55 to 54  
 3 King 54 to 55  
 4 King 55 to 62  
 5 King 62 to 61  
 6 King 61 to 52  
 7 King 52 to 51  
 8 King 51 to 52  
 9 King 52 to 51  
 10 King 51 to 60

WHITE.		BLACK.	
11 Queen	45 to 44 +	11 King	60 to 61
12 King	19 to 28	12 King	61 to 54
13 Queen	44 to 30 +	13 King	54 to 55
14 Queen	30 to 39 +	14 King	55 to 54
15 Queen	39 to 38 +	15 King	54 to 63
16 Queen	38 to 45 +	16 King	63 to 62
17 Queen	45 to 46 +	17 King	62 to 61
18 King	28 to 36	18 King	61 to 60
19 King	36 to 44	19 King	60 to 59
20 Queen	46 to 53 *	20 King	59 to 58
21 King	44 to 43	21 King	58 to 57
22 Queen	53 to 50 ⊕		

**Drawn Games with a Queen against a Pawn near making a Queen.**

*(The Black moves first.)*

BLACK.		WHITE.	
King 35, Queen 53.		King 7, Pawn 14.	
1 Queen	53 to 39 +	1 King	7 to 16
2 Queen	39 to 46	2 King	16 to 7
3 Queen	46 to 47 +	3 King	7 to 8
4 Queen	47 to 38	4 King	8 to 15
5 Queen	38 to 31 +	5 King	15 to 16
6 Queen	31 to 22	6 King	16 to 7
7 Queen	22 to 23 +	7 King	7 to 8
(a) 8 Queen	23 to 22 +	8 King	8 to 7
9 Queen	22 to 23 +	(a) 9 King	7 to 8

(a) If, instead of this, you had taken his Pawn with your Queen, you would have given him a stale-mate.

(a) This must be a drawn game, if the White continues to move in the situations above described; because, the Black Queen must continue checking, to prevent the Pawn being pushed forward, or will lose the game by giving stale-mate.

H 5

OR,

BLACK.		WHITE.	
King 35, Queen 37.		King 15, Pawn 16.	
1 Queen	37 to 39 +	1 King	15 to 14
2 Queen	39 to 48	2 King	14 to 7
3 Queen	48 to 47 +	3 King	7 to 8
4 Queen	47 to 43 +	4 King	8 to 7
5 Queen	43 to 47 +	5 King	7 to 8

If the Black Queen remained where it now stands, the White would gain the game by a stale-mate; it must therefore continue checking, and make a drawn game.

### A Drawn Game with a single Pawn.

WHITE.		BLACK.	
King 38, Pawn 30.		King 22.	
1 King	38 to 37	1 King	22 to 14
2 King	37 to 29	2 King	14 to 13
3 Pawn	30 to 22 +	3 King	13 to 14
4 King	29 to 30	4 King	14 to 6
5 King	30 to 21	5 King	6 to 5
(a) 6 King	21 to 30	6 King	5 to 14
7 King	30 to 31	7 King	14 to 6
8 King	31 to 23	(a) 8 King	6 to 7

(n) If, instead of this you had moved your Pawn, your adversary would have moved his King to 6, and have thereby got stale-mate, or taken your Pawn.

☞ See the following Game.  
(a) Keeping the Black King opposed to the White King, makes this a drawn game.

A Game won with a single Pawn, if he who remains with his King alone does not play well.

(The Situations same as the last Game.)

WHITE.			BLACK.	
1 King	38 to 37		1 King	22 to 14
2 King	37 to 29		2 King	14 to 13
3 Pawn	30 to 22 +		3 King	13 to 14
4 King	29 to 30	(a)	4 King	14 to 5
5 King	30 to 21		5 King	5 to 6
6 Pawn	22 to 14		6 King	6 to 15
7 King	21 to 13		7 King	15 to 23
8 Pawn	14 to 6 Q		8 The game is lost.	

(a) This move makes you lose the game.

A Drawn Game by a Knight distant from its King, against an advanced Pawn.

WHITE.			BLACK.	
King 56, Knight 49.			King 42, Pawn 41.	
1 Knight	42 to 59 +		1 King	42 to 50
2 Knight	59 to 44 +		2 King	50 to 51
3 Knight	44 to 34 +		3 King	51 to 42
4 Knight	34 to 44	(a)	4 The game is drawn.	

(a) Because the Pawn cannot be pushed forward to 49, without receiving a divergent check from the Knight (by its moving to 59) which may be proved by continuing the game a little farther.

5 Knight	44 to 59	4 King	42 to 43
6 Knight	59 to 49	5 King	43 to 51
		6 King	51 to 50

WHITE.  
7 Knight 49 to 34  
8 Knight 34 to 49

BLACK.  
7 King 50 to 42

---

The Pieces are now in the same situation as at first.

---

### A Drawn Game with one Pawn against two.

WHITE.  
King 37, Pawns 31 and 38.

BLACK.  
King 21, Pawn 23.

*\*\*\* In this situation, if the Black played first, the White would win; but the White commencing, it may be made a drawn game, as follows:*

1 King 37 to 36  
2 King 36 to 44  
3 King 44 to 45  
4 King 45 to 36  
5 King 36 to 37

(a) 1 King 21 to 20  
(b) 2 King 20 to 12  
3 King 12 to 13  
4 King 13 to 20  
5 King 20 to 21

---

(a) If, instead of this, you had moved to 30, you would have lost. See the following game.

(b) If you had played to 28, you would have lost. See the second following game.

The situation is now the same as at the commencement; if the Black moves correctly, no variation of your course can hinder it from being a drawn game.



Methods of giving Check-mate with two Pawns against one, if the Player of the Black mismoves.

(Situations of the Pieces same as above.)

WHITE.		BLACK.	
	1 King 37 to 36		1 King 21 to 30
	2 King 36 to 45		2 King 30 to 21
	3 King 45 to 37		3 King 21 to 20
(a)	4 Pawn 38 to 30		4 Pawn 23 to 30 *
	5 King 37 to 30 *		5 King 20 to 13
	6 King 30 to 23		6 King 13 to 6
	7 King 23 to 16		7 King 6 to 14
	8 Pawn 31 to 23 +	(a)	8 The game is lost.

(a) If your adversary had moved his King to 13 or 12, you must have placed your King opposite to his.

(a) Because you cannot prevent the Pawn pushing forward to Queen.

OR,

WHITE.		BLACK.	
	1 King 37 to 36		1 King 21 to 20
	2 King 36 to 44		2 King 20 to 28
	3 King 44 to 45		3 King 28 to 21
	4 King 45 to 37		4 King 21 to 20
	5 Pawn 38 to 30		5 King 20 to 13
	6 Pawn 30 to 22 +		6 King 13 to 21
	7 King 37 to 36		7 King 21 to 20

WHITE.		BLACK.	
8 Pawn	22 to 14	8 King	20 to 13
9 King	36 to 29	9 King	13 to 14 *
10 King	29 to 20	10 King	14 to 6
11 King	20 to 21	11 King	6 to 15
12 King	21 to 13	12 King	15 to 7
13 King	13 to 22	13 King	7 to 16
14 King	22 to 14	14 King	16 to 8
15 King	14 to 23 *	15 King	8 to 7
16 King	23 to 22	16 King	7 to 6
17 Pawn	31 to 23	17 King	6 to 7
18 Pawn	23 to 15	18 King	7 to 16
19 King	22 to 14	19 King	16 to 24
20 Pawn	15 to 7 Q	20	The game is lost.

**A Drawn Game, with two separated against two united Pawns.**

WHITE.		BLACK.	
King 44, Pawns 34 and 27.		King 28, Pawns 26 and 31.	
(a) 1 King	44 to 45	1 King	28 to 29
2 King	45 to 46	2 King	29 to 30
3 King	46 to 47	(a) 3 King	30 to 29
4 King	47 to 39	4 King	29 to 22
5 King	39 to 47	(b) 5 King	22 to 29

(a) In this situation, if the Black played first, the White would win the game.		(a) If you had moved to 22, you would have lost the game.	
		(b) By this you recover the move; and if you play correctly, must make it a drawn game.	

WHITE.		BLACK.	
6 King	47 to 46	6 King	29 to 30
7 Pawn	27 to 19	7 King	30 to 21
8 Pawn	19 to 11	8 King	21 to 12
9 King	46 to 39	9 King	12 to 11 *
10 King	39 to 31 *	10 King	11 to 20
11 King	31 to 30	11 King	20 to 28
12 King	30 to 38	12 King	28 to 35
13 King	38 to 37	13 King	35 to 34 *
(a) 14 King	37 to 36		

The game was continued after the fifth move, to show the consequences of the White pushing forward his Pawn.

(a) You have now lost the game, because you cannot prevent the Pawn 26, pushing forward to Queen.

### A Game won with a Rook and a Pawn against a Rook and two Pawns.

WHITE.		BLACK.	
King 35, Rook 62, Pawn 17.		King 33, Rook 58, Pawns 42 and 51	
1 Rook	62 to 59	1 Rook	58 to 59 *
2 Pawn	17 to 9	2 King	33 to 25
3 King	35 to 43	3 King	25 to 33
4 Pawn	9 to 1Q +	4 King	33 to 26
5 Queen	1 to 2 +	5 King	26 to 27
6 Queen	2 to 42 *	6 King	27 to 20
7 Queen	42 to 50	7 Rook	59 to 58
8 Queen	50 to 41 +	8 King	20 to 28
9 King	43 to 51 *	9	The game is lost.

OR,

WHITE.		BLACK.	
1 Rook	62 to 59	1 Pawn	42 to 50
2 Pawn	17 to 9	2 King	33 to 25
3 Pawn	9 to 1Q +	3 King	25 to 18
4 Queen	1 to 2 +	4 King	18 to 19
5 Rook	59 to 51 *	5 The game is lost.	

If the Black Rook is moved, the Pawn 50 must be taken by the Queen; if not, by the Rook.

OR,

WHITE.		BLACK.	
King 28, Rook 19, Pawn 15.		King 12, Rook 1, Pawns 40,	
1 Rook	19 to 17	1 Rook <sup>47,</sup>	1 to 7
2 Rook	17 to 9 +	2 King	12 to 5
3 King	28 to 21	3 Any where.	
4 Rook	9 to 1 ⊕		

OR,

WHITE.		BLACK.	
1 Rook	19 to 17	1 Pawn	47 to 55
2 Rook	17 to 1 *	2 Pawn	55 to 63 Q
3 Pawn	15 to 7 Q	3 The game is lost.	

**A Game won with a Rook and a Pawn against a Rook and three Pawns.**

**WHITE.**  
King 51, Rook 37, Pawn 39.

1 Rook 37 to 61 +  
2 Rook 61 to 59  
3 King 51 to 59 \*  
4 Pawn 39 to 32 \*  
5 Pawn 32 to 24  
6 Pawn 24 to 16  
7 Pawn 16 to 8 Q⊕

**BLACK.**  
King 57, Rook 18, Pawns 24, 31, and 49.

1 Rook 18 to 58  
2 Rook 58 to 59\* +  
3 Pawn 24 to 32  
4 Pawn 31 to 39  
5 Pawn 39 to 47  
6 Pawn 47 to 55

**A Game won with two Pawns against one.**

**WHITE.**  
King 45, Pawns 33 and 35.

1 Pawn 33 to 25  
2 King 45 to 46  
3 King 46 to 47  
4 Pawn 35 to 27  
5 Pawn 27 to 19  
6 King 47 to 48 \*  
7 Pawn 25 to 17  
8 Pawn 19 to 11  
9 Pawn 11 to 3Q+

**BLACK.**  
King 27, Pawn 40.

1 Pawn 40 to 48  
2 King 27 to 19  
3 King 19 to 10  
4 King 10 to 17  
5 King 17 to 9  
6 King 9 to 2  
7 King 2 to 9  
8 King 9 to 17 \*  
9 The game is lost.

### A Game won with two Rooks against a Queen and two Pawns.

**WHITE.**  
King 60, Rooks 5 and 40.

1 Rook	5 to 4	+
2 Rook	40 to 48	
3 Rook	4 to 44	+
4 Rook	44 to 48	*
5 Rook	48 to 64	
6 King	60 to 53	
7 Rook	64 to 63	
8 King	53 to 44	
9 Rook	63 to 58	+
10 King	44 to 51	
11 King	51 to 43	*
12 King	43 to 51	
13 King	51 to 52	*

**BLACK.**  
King 44, Queen 47, Pawns 35 and 52.

1 King	44 to 43	
2 Queen	47 to 48	*
(a) 3 King	43 to 50	
4 Pawn	35 to 43	
5 King	50 to 42	
6 King	42 to 51	
7 King	51 to 50	
8 King	50 to 42	
9 King	42 to 49	
10 King	49 to 41	
11 King	41 to 49	
12 King	49 to 41	
13	The game is lost.	

(a) If you had taken the Rook with your Queen you would have given him a Stale-mate.

### A Drawn Game with a Pawn against a Rook.

**WHITE.**  
King 28, Rook 37.  
1 King 28 to 35  
2 King 35 to 42

**BLACK.**  
King 58, Pawn 41.  
1 Pawn 41 to 49  
(a) 2 Pawn 49 to 57 K +

(a) By putting on a Knight you give check to your adversary's King; if you had put on any other Piece he would have given you check-mate, by moving his Rook to 61.

WHITE.		BLACK.	
3 King	42 to 43	3 Knight	57 to 51
4 Rook	37 to 53	4 Knight	51 to 57
5 Rook	53 to 61 +	5 King	58 to 49

A drawn game.

OR,

WHITE.		BLACK.	
1 King	28 to 35	1 Pawn	41 to 49
2 King	35 to 42	2 Pawn	49 to 57K +
3 King	42 to 43	3 Knight	57 to 51
4 Rook	37 to 53	4 Knight	51 to 57
5 King	43 to 52	5 Knight	57 to 51

Method of giving Check-mate with two Rooks  
against one.

WHITE.		BLACK.	
King 4,	Rooks 9 and 27.	King 20,	Rook 40.
1 Rook	27 to 32	1 Rook	40 to 32 *
2 Rook	9 to 17 +	2 King	20 to 29
3 Rook	17 to 25 +	3 King	29 to 38
4 Rook	25 to 32 *	4	The game is lost.

### Method of giving Check-mate with a Knight against a Pawn.

WHITE.		BLACK.	
King 59,	Knight 52.	King 57,	Pawn 41.
1 Knight	52 to 42	1 King	57 to 49
2 Knight	42 to 27	2 King	49 to 57
3 King	59 to 51	3 King	57 to 49
4 Knight	27 to 44	4 King	49 to 57
5 Knight	44 to 59	5 Pawn	41 to 49
6 Knight	59 to 42		

⊕

### A Game won with a Rook and two Pawns against a Rook, a Knight, and a Pawn.

WHITE.		BLACK.	
King 1,	Rook 10, Pawns 17 and 20.	King 3,	Rook 5, Knight 10, Pawn 12.
1 Rook	10 to 2	1 Knight	19 to 2 *
2 Pawn	17 to 9	2 Rook	5 to 21

+

\*

The White wins the game by a stale-mate.

OR,

WHITE.		BLACK.	
1 Rook	10 to 2	1 Knight	19 to 2 *
2 Pawn	17 to 9	2 King	3 to 4
3 Pawn	9 to 2*Q		

+

\*

⊕



\*.\* In the following Conclusions of Games, the losing side has frequently some Pieces that might be left out, since they are so placed that they can be of no use ; but they show the disadvantage of a crowded ill-disposed game, and that, by bad play, several Pieces may be quite out of the way, or be so choked up as to become useless by their position.

Although the precise situations pointed out may never occur at the conclusion of any game, yet the Learner will be much improved by playing over these examples, especially if after setting up any of them, he will endeavour, of himself, to find methods to win them, without looking into the Directions ; which will accustom him to take a view of both sides of the game, to examine where his adversary's strength or weakness lies ; to form plans of attack, and consider how to begin and support them ; to observe which Pieces can obstruct or annoy him ; and lastly, to reckon and keep in mind several moves forward on both sides.

It will be seen in many of the situations, the Player of the Black could immediately give check-mate if he moved first.

(1.)

WHITE.  
King 4, Bishop 43, Knights 12  
and 36, Pawn 38.

1 Knight 36 to 30\* +  
2 Bishop 43 to 29 +  
3 Knight 12 to 27 ⊕

BLACK.  
King 20, Rook 14, Bishop 19,  
Knight 28, Pawns 21 and 30.

1 Pawn 21 to 30 \*  
2 King 20 to 21

OR,

1 Knight 36 to 30\* +  
2 Bishop 43 to 29 +  
3 Pawn 38 to 29\* ⊕

1 Rook 14 to 30 \*  
2 Rook 30 to 29 \*

(2.)

WHITE.  
King 59, Bishop 63, Pawn 46.

1 Bishop	63 to 36	
2 King	59 to 51	
3 Bishop	36 to 15	
4 King	51 to 59	
5 Bishop	15 to 29	
6 King	59 to 51	
7 Bishop	29 to 38	*
8 Bishop	38 to 29	
9 Pawn	46 to 38	
10 King	51 to 59	
11 Pawn	38 to 30	
12 King	59 to 51	
13 Pawn	30 to 22	
14 King	51 to 59	
15 Pawn	22 to 14	
16 King	59 to 51	
17 Pawn	14 to 6	Q
18 King	51 to 59	
19 Queen	6 to 62	
20 Bishop	29 to 43	*⊕

BLACK.  
King 57, Knights 33 and 43,  
Pawns 38 and 49.

1 Knight	33 to 50	
2 Knight	50 to 60	
3 Knight	60 to 45	+
4 Knight	45 to 60	
5 Knight	60 to 50	
6 Knight	50 to 60	
7 Knight	60 to 50	
8 Knight	50 to 60	
9 Knight	60 to 45	+
10 Knight	45 to 60	
11 Knight	60 to 50	
12 Knight	50 to 60	
13 Knight	60 to 45	+
14 Knight	45 to 60	
15 Knight	60 to 50	
16 Knight	50 to 60	
17 Knight	60 to 45	+
18 Knight	45 to 60	
19 Knight	60 to 45	

(3.)

WHITE.  
King 63, Bishop 64, Knights 20 &  
43, Pawns 10, 17, and 27.

1 Knight	43 to 26	+
2 Knight	20 to 3	+
3 Pawn	10 to 2K	⊕

BLACK.  
King 9, Rook 51, Bishop 5,  
Knight 25, Pawns 38, 47, and 48.

1 Bishop	5 to 26	*
2 King	9 to 17	*

OR,

1 Knight	43 to 26	+
2 Knight	26 to 11	+
3 Knight	20 to 3	+
4 Knight	11 to 17	⊕

1 King	9 to 17	*
2 King	17 to 9	
3 King	9 to 2	

(4.)

WHITE.		BLACK.	
King 28, Bishop 32, Knight 19, Pawn 20.		King 12, Bishop 15, Knight 54, Pawns 39 and 51.	
1 Bishop 32 to 5	+	1 King 12 to 5	*
2 King 28 to 21		2 Bishop 15 to 22	
3 Pawn 20 to 12	+	3 King 5 to 6	
4 King 21 to 22	*	4 Knight 54 to 37	+
5 King 22 to 23		5 Any where.	
6 Pawn 12 to 4 Q	⊕		

OR,

1 Bishop 32 to 5	+	1 King 12 to 5	*
2 King 28 to 21		2 King 5 to 6	
3 Pawn 20 to 12		3 King 6 to 7	
4 Pawn 12 to 4 Q	+	4 King 7 to 16	
5 Queen 4 to 52		5 Pawn 39 to 47	
6 Queen 52 to 51	*+	6 King 16 to 24	
7 King 21 to 30		7 King 24 to 32	
8 Queen 51 to 52		8 King 32 to 40	
9 Queen 52 to 31	+	9 King 40 to 48	
10 King 30 to 38		10 King 48 to 56	
11 Queen 31 to 47	*+	11 King 56 to 64	
12 King 38 to 46		12 Any where.	
13 Queen 47 to 55	⊕		

(5.)

WHITE.		BLACK.	
King 24, Rook 46, Pawns 22, 23, and 32.		King 8, Rooks 7 and 55, Pawns 33 and 42.	
1 Pawn 22 to 14		(a) 1 Rook 7 to 6	
2 Rook 46 to 47		2 Rook 55 to 47	*
3 Pawn 23 to 15	+	3 Rook 47 to 15	*

The White wins by a stale-mate.

(a) See a different method of playing the Pieces in this situation, No. 89.

(6.)

## WHITE.

King 18, Rook 22, Knight 26,  
Pawns 15 and 40.

1 Rook	22 to 62	+
2 Pawn	15 to 7	Q
3 Queen	7 to 15	
4 Queen	15 to 29	
5 Queen	29 to 61 *	+
6 Queen	61 to 43	+
7 King	18 to 27	
8 Knight	26 to 41	+
9 Queen	43 to 61	+
10 Queen	61 to 58 *	+
11 Knight	41 to 58	*
12 Pawn	40 to 32	

## BLACK.

King 57, Rook 63, Pawns 42  
and 49.

1 Rook	63 to 62	*
2 Pawn	42 to 50	
3 Rook	62 to 63	
4 Rook	63 to 61	
5 Pawn	50 to 58 Q	
6 Queen	58 to 50	
7 King	57 to 58	
8 King	58 to 57	
9 Queen	50 to 58	
10 Pawn	49 to 58 * Q	
11 King	57 to 58	*
12	The game is lost.	

OR,

1 Rook	22 to 62	+
2 Pawn	15 to 7	Q
3 Queen	7 to 15	
4 Knight	26 to 36	
5 Knight	36 to 42	+
6 Queen	15 to 23	⊕

1 Rook	63 to 62	*
2 Pawn	42 to 50	
3 Rook	62 to 64	
4 Rook	64 to 40	*
5 King	57 to 58	

OR,

1 Rook	22 to 62	+
2 Pawn	15 to 7	Q
3 Queen	7 to 15	
4 Knight	26 to 41	+
5 Knight	41 to 35	
6 King	18 to 26	
7 Queen	15 to 36	
8 King	26 to 34	
9 Knight	35 to 41	+
10 Queen	36 to 63	+
11 Queen	63 to 55	+

1 Rook	63 to 62	*
2 Pawn	42 to 50	
3 King	57 to 58	
4 King	58 to 57	
5 Rook	62 to 54	
6 Rook	54 to 55	
7 Rook	55 to 51	
8 King	57 to 58	
9 King	58 to 59	
10 King	59 to 52	
11	The game is even.	

(7.)

WHITE.

King 61, Rooks 1 and 58, Bishop 33, Knight 35, Pawns 28 and 38.

1 Rook	58 to 10*	+
2 Bishop	33 to 19	+
3 Rook	1 to 9	+
4 Rook	9 to 10	+
5 Rook	10 to 12	+
6 Rook	12 to 4*	+
7 Rook	4 to 12	+
8 Rook	12 to 10	+
9 Knight	35 to 20	+
10 Rook	10 to 12	⊕

BLACK.

King 11, Rooks 55 and 56, Bishop 4, Knight 47, Pawns 10, 27, and 46.

1 King	11 to 10	*
2 King	10 to 11	
3 King	11 to 2	
4 King	2 to 1	
5 King	1 to 2	
6 King	2 to 11	
7 King	11 to 2	
8 King	2 to 3	
9 King	3 to 4	

OR,

1 Rook	58 to 10*	+
2 Bishop	33 to 19	+
3 Rook	1 to 9	+
4 Knight	35 to 20	+
5 Rook	9 to 10	+
6 Rook	10 to 18	+
7 Knight	20 to 3	⊕

1 King	11 to 10	*
2 King	10 to 11	
3 King	11 to 3	
4 King	3 to 2	
5 King	2 to 1	
6 King	1 to 9	

(8.)

WHITE.

King 63, Queen 45, Rooks 57 and 59, Bishops 52 and 62, Kt. 35, Pawns 25, 47, and 54.

1 Queen	45 to 38	+
2 Bishop	52 to 38*	+
3 Knight	35 to 18	+
4 Pawn	25 to 18*	+
5 Rook	59 to 3*	+
6 Rook	57 to 17*	+
7 Bishop	62 to 55	+
8 Bishop	55 to 19*	⊕

BLACK.

King 2, Queen 32, Rooks 4 and 8, Bishop 3, Knights 27 and 39, Pawns 9, 10, 30, and 31.

1 Pawn	31 to 38	*
2 King	2 to 1	
3 Pawn	9 to 18	*
4 Knight	27 to 17	
5 Rook	4 to 3	*
6 Pawn	10 to 17	*
7 Rook	3 to 19	

WHITE.		(9.)	BLACK.	
King	61, Rooks 13 and 64,		King	2, Rooks 3 and 50, Knight 26, Pawn 17.
	Knight 29, Pawn 18.			
1 Rook	64 to 8		1 Rook	3 to 8 *
2 Knight	29 to 19 +		2 King	2 to 3
3 Pawn	18 to 10 ⊕	OR,		
1 Rook	64 to 8		1 Knight	26 to 20
2 Knight	29 to 19 +		2 King	2 to 1
3 Rook	13 to 9 ⊕			
		OR,		
1 Rook	64 to 8		1 Rook	50 to 51
2 Knight	29 to 12 +		2 King	2 to 1
3 Pawn	18 to 10 +		3 King	1 to 10 *
4 Knight	12 to 27 ++		4 King	10 to 18
5 Rook	13 to 10 +		5 King	18 to 25
6 Rook	8 to 3 *		6 Rook	51 to 56
7 Rook	3 to 19		7 Pawn	17 to 10 *
8 Knight	27 to 10* +		8	The game is even.

WHITE.		(10.)	BLACK.	
King	63, Queen 43, Rooks 41 and 49, Knights 26 and 29, Pawns 18, 45, 47, 52, and 54.		King	2, Queen 32, Rooks 8, and 15, Bishop 3, Knight 21, Pawns 9, 10, 37, 39, 44, and 46.
1 Knight	29 to 12 +		1 Rook	15 to 12 *
2 Queen	43 to 29 +		2 Queen	32 to 29 *
3 Rook	41 to 9 *		3 Knight	21 to 11
4 Pawn	18 to 11* +		4 Rook	12 to 11 *
5 Rook	9 to 1 ⊕			

WHITE.		(11.)	BLACK.	
King	17, Rook 59, Bishop 41, Knight 29, Pawn 18.		King	1, Rooks 4 and 5, Knight 36, Pawns 45 and 52.
1 Rook	59 to 3 +		1 Rook	4 to 3 *
2 Pawn	18 to 10 +		2 King	1 to 2
3 Bishop	41 to 20 +		3 Rook	3 to 11
4 Knight	29 to 12 ⊕			

WHITE.		(12.)	BLACK.	
King 64, Queen 33, Rook 60,			King 1, Queen 54, Rooks 9 and	
Bishop 38, Knights 6 and 43,			11, Knights 17 and 46, Pawns	
Pawns 41, 45, 47, and 50.			13, 18, 23, 25, and 39.	
1 Rook	60 to 4	+	1 Knight	17 to 2
2 Queen	33 to 19	+	2 Rook	9 to 10
3 Rook	4 to 2*	+	3 King	1 to 2 *
4 Knight	6 to 12	+	4 King	2 to 3
5 Knight	12 to 18*	+	5 King	3 to 4
6 Bishop	38 to 11*	+	6 Rook	10 to 11 *
7 Queen	19 to 1	+	7 Rook	11 to 3
8 Queen	1 to 3*	⊕		

OR,

1 Rook	60 to 4	+	1 King	1 to 10
2 Queen	33 to 37	+	2 Rook	11 to 19
3 Rook	4 to 12	+	3 King	10 to 3
4 Queen	37 to 19*	+	4 Knight	17 to 11
5 Rook	12 to 11*	+	5 Rook	9 to 11 *
6 Queen	19 to 11*	⊕		

OR,

1 Rook	60 to 4	+	1 Knight	17 to 2
2 Queen	33 to 19	+	2 Rook	9 to 10
3 Rook	4 to 2*	+	3 King	1 to 9
4 Knight	43 to 26	+	4 King	9 to 17
5 Rook	2 to 1	+	5 Rook	10 to 9
6 Knight	26 to 11*	⊕		

WHITE.		(13.)	BLACK.	
King 64, Queen 55, Rook 62,			King 2, Queen 48, Bishop 10,	
Knight 34, Pawns 25, 26, 47,			Knights 20 and 39, Pawns 9,	
and 56.			11, 16, 18, and 23.	
1 Rook	62 to 6	+	1 Knight	20 to 3
2 Queen	55 to 10*	+	2 King	2 to 10 *
3 Pawn	25 to 17	+	3 King	10 to 2
4 Knight	34 to 19	+	4 King	2 to 1
5 Rook	6 to 3*	⊕		

WHITE.		(14.)	BLACK.	
King 63, Queen 37, Rook 61, Bishop 53, Knight 34, Pawns 20, 26, 47, and 56.			King 2, Queen 48, Rooks 7 and 30, Bishop 10, Pawns 9, 12, 18, and 24.	
1 Knight	34 to 17 +		1 King	2 to 1
2 Bishop	53 to 46		2 Rook	30 to 46 *
3 Queen	37 to 5 +		3 Rook	7 to 5 *
4 Rook	61 to 5*+		4 Bishop	10 to 3
5 Rook	5 to 3*+		5 King	1 to 10
6 Rook	3 to 2 ⊕			

OR,

1 Knight	34 to 17 +	1 Bishop	10 to 17 *
2 Pawn	26 to 17 *	2 Rook	7 to 47*+
3 King	63 to 64	3 King	2 to 3
4 Bishop	53 to 39	4 Rook	47 to 39 *
5 Queen	37 to 10 +	5 King	3 to 4
6 Queen	10 to 2 ⊕		

OR,

1 Knight	34 to 17 +	1 King	2 to 3
2 Queen	37 to 35 +	2 Bishop	10 to 19
3 Queen	35 to 7*+	3 King	3 to 10
4 Queen	7 to 2 ⊕		

WHITE.		(15.)	BLACK.	
King 63, Queen 14, Bishop 62, Knights 5 and 29, Pawns 20, 33, 35, and 42.			King 1, Queen 24, Bishop 10, Knights 6 and 36, Pawns 9, 18, 30, and 47.	
1 Knight	5 to 11 +		1 King	1 to 2
2 Queen	14 to 5 +		2 Bishop	10 to 3
3 Knight	11 to 17 +		3 King	2 to 10
4 Bishop	62 to 55 +		4 King	10 to 17 *
5 Queen	5 to 26 +		5 Knight	36 to 26 *
6 Pawn	33 to 26*+		6 King	17 to 25
7 Knight	29 to 19 ⊕			



WHITE.		(16.)	BLACK.	
King 14,	Rooks 60 and 62,		King 29, Rooks 17 and 31, Knt.	
Knight 54, Pawn 47.			16, Pawns 20 and 37.	
1 Knight	54 to 39 +		1 Rook	31 to 39 *
2 Rook	62 to 30 +		2 King	29 to 30 *
3 Rook	60 to 28 ⊕			

WHITE.		(17.)	BLACK.	
King 62, Queen 34, Rook 13,			King 2, Queen 46, Rook 24,	
Knight 26, Pawns 28, 35, 47,			Bishop 39, Knight 6, Pawns	
54, and 56.			9, 18, 23, and 30.	
1 Rook	13 to 5 +		1 King	2 to 10
2 Queen	34 to 13 +		2 King	10 to 17
3 Queen	13 to 9* ⊕			

WHITE.		(18.)	BLACK.	
King 63, Queen 51, Rook 60,			King 2, Queen 24, Rook 8, Bps.	
Bps. 58 and 61, Knts. 34 and			10 and 15, Knights 5 and 38,	
54, Pawns 33, 39, 42, 46, & 53.			Pawns 9, 11, 18, 22, 23, & 45.	
1 Knight	34 to 19 +		1 Bishop	10 to 19 *
2 Rook	60 to 4 +		2 King	2 to 10
3 Queen	51 to 19* +		3 King	10 to 19 *
4 Bishop	58 to 37 +		4 King	19 to 27
5 Knight	54 to 44 +		5 Knight	38 to 44 *
6 Rook	4 to 28 +		6 King	27 to 19
7 Rook	28 to 44* +		7 King	19 to 27
8 Pawn	42 to 34 +		8 King	27 to 35
9 Bishop	37 to 28 ⊕			

OR,

1 Knight	34 to 19 +	1 Bishop	10 to 19 *
2 Rook	60 to 4 +	2 King	2 to 10
3 Queen	51 to 19* +	3 King	10 to 19 *
4 Bishop	58 to 37 +	4 Knight	38 to 28
5 Bishop	37 to 28* +	5 King	19 to 27
6 Knight	54 to 37 +	6 King	27 to 36
7 Bishop	61 to 43 ⊕		

WHITE.		(19.)	BLACK.	
King 58, Queen 44, Rook 13, Bishop 46, Knight 28, Pawns 42 and 43.			King 2, Queen 54, Rooks 1 and 47, Bishop 8, Knight 6, Pawns 9, 11, 12, and 18.	
1 Rook	13 to 5 +		1 King	2 to 10
2 Queen	44 to 17 +		2 King	10 to 17 *
3 Knight	28 to 11* +		3 King	17 to 25
4 Pawn	42 to 34 +		4 King	25 to 33
5 Bishop	46 to 60 +		5 King	33 to 41
6 Knight	11 to 26 ⊕			
		OR,		
1 Rook	13 to 5 +		1 King	2 to 10
2 Queen	44 to 17 +		2 King	10 to 19
3 Knight	28 to 34 +		3 King	19 to 20
4 Queen	17 to 44 +		4 King	20 to 27
5 Queen	44 to 28 ⊕			

WHITE.		(20.)	BLACK.	
King 62, Queen 21, Rook 17, Bishop 60, Knights 33 and 42, Pawns 29, 36, 38, 48, and 55.			King 4, Queen 45, Rooks 3 & 5, Bishops 1 and 11, Knight 14, Pawns 13, 20, 27, 30, 40, & 47.	
1 Queen	21 to 12 +		1 King	4 to 12 *
2 Knight	42 to 27* +		2 Pawn	20 to 27 *
3 Knight	33 to 27* +		3 King	12 to 4
4 Knight	27 to 21 +		4 King	4 to 12
5 Bishop	60 to 33 +		5 Bishop	1 to 19
6 Bishop	33 to 19* +		6 King	12 to 21 *
7 Pawn	36 to 28 ⊕			
		OR,		
1 Queen	21 to 12 +		1 King	4 to 12 *
2 Knight	33 to 27* +		2 King	12 to 4
3 Knight	27 to 21 +		3 King	4 to 12
4 Knight	42 to 27 +		4 Pawn	20 to 27 *
5 Bishop	60 to 33 +		5 Bishop	1 to 19
6 Bishop	33 to 19* +		6 King	12 to 21 *
7 Pawn	36 to 28 ⊕			

WHITE.		(21.)	BLACK.	
King 63, Queen 11, Bishop 55, Knights 13 and 28, Pawns 20, 25, 29, and 34.			King 1, Queen 47, Bishop 10, Knights 12 and 14, Pawns 16, 18, 27, and 46.	
1 Queen	11 to 3	+	1 Bishop	10 to 3 *
2 Knight	28 to 11	+	2 King	1 to 2
3 Knight	13 to 19	+	3 King	2 to 10
4 Pawn	25 to 17	+	4 King	10 to 19 *
5 Pawn	34 to 26	⊕		

WHITE.		(22.)	BLACK.	
King 63, Queen 38, Rook 57, Bishops 44 and 47, Knight 26, Pawns 45 and 54.			King 1, Queen 48, Rooks 3 and 16, Bishop 18, Knight 30, Pawns 39, 46, and 49.	
1 Bishop	44 to 37	+	1 Rook	16 to 10
2 Queen	38 to 2	+	2 Rook	3 to 2 *
3 Rook	57 to 49*	+	3 Bishop	18 to 9
4 Knight	26 to 11	⊕		

WHITE.		(23.)	BLACK.	
King 55, Queen 12, Knights 13 and 43, Pawns 44, 47, and 54.			King 2, Queen 61, Bishop 10, Kt. 46, Pawns 11, 18, 25, and 31.	
1 Queen	12 to 4	+	1 King	2 to 9
2 Knight	43 to 26	+	2 King	9 to 17
3 Knight	26 to 11*	+	3 King	17 to 9
4 Knight	13 to 3	+	4 Bishop	10 to 3 *
5 Knight	11 to 26	+	5 King	9 to 17
6 Queen	4 to 3*	+	6 King	17 to 26 *
7 Queen	3 to 35	⊕		

OR,

1 Queen	12 to 4	+	1 King	2 to 9
2 Knight	43 to 26	+	2 King	9 to 17
3 Knight	26 to 11	+	3 King	17 to 9
4 Knight	13 to 3	+	4 King	9 to 2
5 Knight	3 to 20	+	5 King	2 to 9
6 Knight	20 to 26	⊕		

(24.)	
WHITE.	BLACK.
King 63, Queen 41, Rooks 16 and 59, Bishop 37, Knights 36 and 43, Pawns 44 and 45.	King 2, Queen 52, Rooks 3 and 4, Bishop 15, Knights 32 and 47, Pawns 9, 18, 39, and 46.
1 Queen 41 to 9* +	1 King 2 to 9 *
2 Rook 59 to 57 +	2 King 9 to 2
3 Rook 57 to 1 +	3 King 2 to 11
4 Knight 43 to 26 +	4 King 11 to 12
5 Rook 1 to 9 +	5 King 12 to 5
6 Bishop 37 to 23 +	6 King 5 to 6
7 Rook 16 to 8 +	7 Bishop 15 to 8 *
8 Knight 36 to 21 +	8 King 6 to 7
9 Bishop 23 to 16 ⊕	

(25.)	
WHITE.	BLACK.
King 63, Queen 33, Rooks 52, and 61, Bishop 38, Knight 28, Pawns 27, 47 and 54.	King 2, Queen 48, Rooks 3 and 16, Bishop 46, Knight 11, Pawns 9, 10, 30, and 39.
1 Bishop 38 to 11* +	1 Rook 3 to 11 *
2 Queen 33 to 9* +	2 King 2 to 9 *
3 Rook 61 to 57 +	3 King 9 to 2
4 Rook 57 to 1 +	4 King 2 to 1 *
5 Knight 28 to 18 +	5 King 1 to 2
6 Rook 52 to 4 +	6 King 2 to 9
7 Rook 4 to 1 ⊕	

(26.)	
WHITE.	BLACK.
King 63, Queen 11, Rooks 12 and 57, Bishop 45, Knight 21, Pawns 34, 47, and 54.	King 1, Queen 32, Rook 8, Bishop 10, Knights 4 and 19, Pawns 9, 46, and 53.
1 Rook 57 to 9* +	1 Knight 19 to 9 *
2 Queen 11 to 2 +	2 King 1 to 2 *
3 Bishop 45 to 38 +	3 King 2 to 3
4 Rook 12 to 11 +	4 King 3 to 2
5 Rook 11 to 27 +	5 King 2 to 1
6 Knight 21 to 11 +	6 King 1 to 2
7 Knight 11 to 28 +	7 King 2 to 1
8 Knight 28 to 18 ⊕	

GAME OF CHESS.

177

WHITE.		(27.)	BLACK.	
King 63, Queen 14, Rooks 61 and 62, Bishop 46, Knight 6, Pawns 43, 44, and 55.			King 2, Queen 24, Rooks 1 and 8, Bishop 10, Knight 19, Pawns 9, 11, 18, 38, and 47.	
1 Rook	61 to 5	+	1 Bishop	10 to 3
2 Knight	6 to 12	+	2 King	2 to 10
3 Knight	12 to 27	+	3 Pawn	18 to 27 *
4 Rook	62 to 58	+	4 King	10 to 17
5 Queen	14 to 35	+	5 King	17 to 25
6 Queen	35 to 26	⊕		

OR,

1 Rook	61 to 5	+	1 Bishop	10 to 3
2 Knight	6 to 12	+	2 King	2 to 10
3 Knight	12 to 27	+	3 King	10 to 2
4 Knight	27 to 17	+	4 King	2 to 10
5 Queen	14 to 11*	+	5 King	10 to 17 *
6 Rook	62 to 57	+	6 Knight	19 to 25
7 Bishop	46 to 10	+	7 Bishop	3 to 10 *
8 Queen	11 to 35	+	8 Pawn	18 to 26
9 Rook	5 to 21	+	9 Queen	24 to 21 *
10 Queen	35 to 21*	+	10 Bishop	10 to 19
11 Queen	21 to 19*	⊕		

WHITE.		(28.)	BLACK.	
King 63, Queen 45, Rook 60, Bishop 52, Knight 28, Pawns 34, 35, 47, and 54.			King 1, Queen 48, Rooks 3 and 16, Bishop 30, Knight 39, Pawns 9, 10, 14, 23, and 57.	
1 Queen	45 to 9*	+	1 King	1 to 9 *
2 Rook	60 to 57	+	2 King	9 to 2
3 Bishop	52 to 38	+	3 Rook	3 to 11
4 Bishop	38 to 11*	+	4 King	2 to 3
5 Rook	57 to 1	+	5 King	3 to 12
6 Rook	1 to 4	+	6 King	12 to 21
7 Rook	4 to 5	+	7 King	21 to 12
8 Rook	5 to 13	+	8 King	12 to 3
9 Knight	28 to 18	⊕		

WHITE.		(29.)	BLACK.	
King 63, Queen 42, Rooks 35 and 59, Knights 19 and 29, Pawns 26, 33, 44, 45, and 46.			King 8, Queen 48, Rooks 1 and 6, Knights 2 and 54, Pawns 15, 16, 18, 22, 25, and 47.	
1 Rook	35 to 40		1 Queen	48 to 40 *
2 Queen	42 to 7 +		2 King	8 to 7 *
3 Knight	19 to 13 +		3 King	7 to 8
4 Knight	29 to 14 +		4 Rook	6 to 14 *
5 Rook	59 to 3 +		5 Rook	14 to 6
6 Rook	3 to 6*⊕			

OR,

1 Rook	35 to 40	1 Queen	48 to 30
2 Pawn	45 to 37	2 Knight	54 to 48 +
3 King	63 to 55	3 Knight	48 to 38 +
4 Rook	40 to 38 *	4 Queen	30 to 38 *
5 Queen	42 to 7 +	5 King	8 to 7 *
6 Knight	19 to 13 +	6 King	7 to 8
7 Knight	29 to 14 +	7 Rook	6 to 14 *
8 Rook	59 to 3 +	8 Rook	14 to 6
9 Rook	3 to 6*⊕		

WHITE.		(30.)	BLACK.	
King 58, Queen 38, Rooks 9 and 63, Bishop 33, Knight 36, Pawns 30, 35, 42, and 49.			King 4, Queen 43, Rooks 3 and 8, Bishop 22, Knights 7 and 12, Pawns 11, 13, 34, and 41.	
1 Queen	38 to 11*+		1 Rook	3 to 11 *
2 Rook	9 to 1 +		2 Rook	11 to 3
3 Knight	36 to 19 +		3 King	4 to 5
4 Rook	1 to 3*+		4 King	5 to 14
5 Rook	3 to 6 +		5 Knight	12 to 6 *
6 Knight	19 to 4 ⊕			

OR,

1 Queen	38 to 11*+	1 Rook	3 to 11 *
2 Rook	9 to 1 +	2 Knight	12 to 2
3 Rook	1 to 2*+	3 Rook	11 to 3
4 Knight	36 to 21 ⊕		

(31.)		WHITE.	BLACK.
		King 48, Queen 10, Rook 17, Bishop 35, Pawns 42, 46, 53, and 55.	King 8, Queen 24, Rook 22, Knight 30, Pawns 15, 32, 34, and 51.
		1 Queen 10 to 1 +	1 King 8 to 16
		2 Bishop 35 to 14	2 Queen 24 to 52
		3 Rook 17 to 22 *	3 Knight 30 to 24
		4 Queen 1 to 37 +	4 King 16 to 8
		5 Queen 37 to 5 +	5 King 8 to 16
		6 Bishop 14 to 23 ⊕	
		OR,	
		1 Queen 10 to 1 +	1 King 8 to 16
		2 Bishop 35 to 14	2 Knight 30 to 13
		3 Queen 1 to 37 +	3 Knight 13 to 23
		4 Rook 17 to 22 *	4 Pawn 15 to 22 *
		5 Queen 37 to 51 *	5 Queen 24 to 15
		6 Queen 51 to 23* +	6 Queen 15 to 23 *
		7 Bishop 14 to 23* +	7 King 16 to 23 *
		8 King 48 to 40	8 The game is lost.

(32.)		WHITE.	BLACK.
		King 62, Queen 25, Rook 56, Bishops 17 and 24, Knight 11, Pawns 42, 47, and 54.	King 2, Queen 16, Rooks 8 and 51, Bishop 13, Knight 44, Pawns 9, 20, 39, and 46.
		1 Bishop 24 to 45	1 Queen 16 to 56 *
		2 Bishop 45 to 9* +	2 King 2 to 9 *
		3 Bishop 17 to 3 +	3 King 9 to 2
		4 Queen 25 to 1 +	4 King 2 to 11 *
		5 Queen 1 to 10 +	5 King 11 to 4
		6 Queen 10 to 12 ⊕	
		OR,	
		1 Bishop 24 to 45	1 Rook 51 to 54* +
		2 Bishop 45 to 54 *	2 Queen 16 to 56 *
		3 Queen 25 to 26 +	3 King 2 to 11 *
		4 Queen 26 to 10 +	4 King 11 to 4
		5 Queen 10 to 3 ⊕	

WHITE.		(33.)	BLACK.	
King 63, Queen 29, Rooks 57 and 58, Bishop 35, Knight 36, Pawns 17, 47, and 54.			King 1, Queen 48, Rooks 4 and 16, Knights 22 and 39, Pawns 9, 23, and 30.	
1 Rook	58 to 2 +		1 Rook	4 to 2 *
2 Bishop	35 to 28 +		2 Knight	22 to 28 *
3 Queen	29 to 28* +		3 Rook	16 to 10
4 Pawn	17 to 10* +		4 Rook	2 to 10 *
5 Rook	57 to 9* +		5 King	1 to 9 *
6 Queen	28 to 25 +		6 King	9 to 2
7 Queen	25 to 4 +		7 King	2 to 9
8 Knight	36 to 19 +		8 King	9 to 17
9 Queen	4 to 25 ⊕			
		OR,		
1 Rook	58 to 2 +		1 Rook	4 to 2 *
2 Bishop	35 to 28 +		2 Knight	22 to 28 *
3 Queen	29 to 28* +		3 Rook	2 to 10
4 Pawn	17 to 10* +		4 King	1 to 2
5 Queen	28 to 4 +		5 King	2 to 10 *
6 Rook	57 to 58 +		6 King	10 to 17
7 Queen	4 to 20 +		7 King	17 to 25
8 Queen	20 to 41 ⊕			
		OR,		
1 Rook	58 to 2 +		1 Rook	4 to 2 *
2 Bishop	35 to 28 +		2 Rook	16 to 10
3 Bishop	28 to 10* +		3 Rook	2 to 10 *
4 Pawn	17 to 10* +		4 King	1 to 10 *
5 Rook	57 to 58 +		5 King	10 to 3
6 Rook	58 to 2 +		6 King	3 to 12
7 Rook	2 to 10 +		7 King	12 to 4
8 Queen	29 to 2 ⊕			



(34)		WHITE.	BLACK.
		King 47, Rook 61, Bishop 51, Kt. 30, Pawns 39, 40, and 46.	King 7, Queen 14, Knight 34, Pawns 15, 16, 22, and 42.
		1 Bishop 51 to 42 *	1 Queen 14 to 42 *
		2 Rook 61 to 5 +	2 King 7 to 14
		3 Knight 30 to 20 +	3 King 14 to 23
		4 Pawn 40 to 32 +	4 King 23 to 31
		5 Pawn 46 to 38 +	5 King 31 to 24
		6 Knight 20 to 30 ⊕	

OR,

1 Bishop 51 to 42 *	1 Knight 34 to 28
2 Bishop 42 to 28 *	2 Queen 14 to 28 *
3 Knight 30 to 13 +	3 King 7 to 6
4 Knight 13 to 28 *	4 The game is lost.

(35.)		WHITE.	BLACK.
		King 55, Rooks 8 and 60, Kt. 45, Pawns 46, 47, 53, and 56.	King 29, Rooks 25 and 58, Bp. 28, Kt. 4, Pawns 20, 22, 23, and 49.
		1 Rook 8 to 5 +	1 Knight 4 to 21
		2 Knight 45 to 39 +	2 King 29 to 30
		3 Rook 60 to 28* +	3 Rook 25 to 28 *
		4 Pawn 53 to 37 +	4 King 30 to 31
		5 Pawn 56 to 40 +	5 King 31 to 32
		6 Rook 5 to 8 ⊕	

(36)		WHITE.	BLACK.
		King 61, Queen 14, Rook 62, Bp. 59, Kt. 31, Pawns 22 and 28.	King 8, Queen 55, Rooks 1 and 56, Bp. 24, Pawns 15 and 16.
		1 Queen 14 to 7 +	1 King 8 to 7 *
		2 Pawn 22 to 14 +	2 King 7 to 6
		3 Bishop 59 to 41 +	3 Rook 1 to 41 *
		4 Knight 31 to 21 +	4 King 6 to 13
		5 Pawn 14 to 6Q +	5 King 13 to 12
		6 Queen 6 to 4 ⊕	

WHITE.	(37.)	BLACK.
King 63, Rooks 12 and 15, Bp. 58, Kt. 29, Pns. 35, 36, and 46.		King 2, Rooks 3 and 53, Kts. 26 and 45, Pawns 9, 18, 38, and 47.
1 Rook 12 to 10 +		1 King 2 to 1
2 Rook 10 to 2 +		2 King 1 to 2 *
3 Knight 29 to 12 +		3 King 2 to 11
4 Knight 12 to 27 +		4 King 11 to 4
5 Knight 27 to 21 +		5 King 4 to 5
6 Bishop 58 to 23 ⊕		

WHITE.	(38.)	BLACK.
King 29, Rook 16, Pawn 20.		King 4, Bishop 39.
1 Rook 16 to 40		1 Bishop 39 to 60
2 Rook 40 to 36		2 Bishop 60 to 42
3 Pawn 20 to 12		3 Bishop 42 to 51
4 King 29 to 20		4 Bishop 51 to 30
5 Rook 36 to 38		5 Bishop 30 to 12 *
6 Rook 38 to 6 +		6 Bishop 12 to 5
7 Rook 6 to 8		7 King 4 to 3
8 Rook 8 to 5*+		8 The game is lost.

WHITE.	(39.)	BLACK.
King 55, Queen 29, Rook 59, Bishop 46, Knight 28, Pawns 25, 34, 39, and 53.		King 2, Queen 40, Rook 8, Bishop 10, Knight 33, Pawns 11, 17, 26, 38, and 45.
1 Queen 29 to 11*+		1 King 2 to 9
2 Queen 11 to 10*+		2 King 9 to 10 *
3 Knight 28 to 18 +		3 King 10 to 2
4 Knight 18 to 12 +		4 King 2 to 9
5 Rook 59 to 11 ⊕		
OR,		
1 Queen 29 to 11*+		1 King 2 to 9
2 Queen 11 to 10*+		2 King 9 to 10 *
3 Knight 28 to 18 +		3 King 10 to 9
4 Rook 59 to 11 +		4 King 9 to 2
5 Rook 11 to 10 ⊕		

WHITE.	(40.)	BLACK.
King 13, Rook 10, Bishop 27, Knight 28, Pawns 17 and 20.		King 3, Rook 62, Bishop 5, Knight 37, Pawns 43 and 50.
1 Pawn 20 to 12 +		1 Bishop 5 to 12 *
2 Rook 10 to 2 +		2 King 3 to 2 *
3 Pawn 17 to 9 +		3 King 2 to 1
4 Knight 28 to 11 ⊕		

WHITE.	(41.)	BLACK.
King 14, Rook 60, Bishop 27, Knight 21, Pawn 39.		King 24, Rook 57, Knights 42 and 46, Pawns 38, 43, and 50.
1 Bishop 27 to 6 +		1 King 24 to 16
2 Rook 60 to 64 +		2 Rook 57 to 64 *
3 Bishop 6 to 15		3 Knight 46 to 29 +
4 Bishop 15 to 29 *		4 Rook 64 to 62
5 Pawn 39 to 31		5 Rook 62 to 63
6 Knight 21 to 6 ⊕		

WHITE.	(42.)	BLACK.
King 62, Queen 35, Rook 58, Bishop 37, Knight 36, Pawns 44, 46, and 51.		King 1, Queen 56, Rook 52, Bishop 20, Knight 34, Pawns 10, 11, and 25.
1 Queen 35 to 17 +		1 Knight 34 to 17 *
2 Bishop 37 to 10* +		2 King 1 to 9
3 Knight 36 to 19 ⊕		

WHITE.	(43.)	BLACK.
King 52, Bishop 29, Pawn 27.		King 58, Pawns 10 and 49.
1 Bishop 29 to 57		1 King 58 to 57 *
2 King 52 to 51		2 Pawn 10 to 26
3 Pawn 27 to 19		3 Pawn 26 to 34
4 Pawn 19 to 11		4 Pawn 34 to 42 +
5 King 51 to 42 *		5 King 57 to 58
6 Pawn 11 to 3 Q		6 Pawn 49 to 57 Q
7 Queen 3 to 51 ⊕		

## WHITE.

(44.)

## BLACK.

King 64, Queen 41, Rook 57,  
Bishop 44, Knights 25 and 42,  
Pawns 26, 36, 37, 46, and 51.

1 Knight 25 to 19\* +  
2 Queen 41 to 1\* +  
3 Rook 57 to 9 +  
4 Queen 1 to 6 +  
5 Pawn 37 to 29 +  
6 Pawn 51 to 35 +  
7 Bishop 44 to 37 ⊕

King 2, Queen 47, Rooks 1 and 3,  
Bishop 21, Knights 12 and 38,  
Pawns 14, 18, 19, 31, and 40.

1 Rook 3 to 19 \*  
2 King 2 to 11  
3 King 11 to 20  
4 Knight 12 to 6 \*  
5 King 20 to 28  
6 Rook 19 to 35 \*

OR,

1 Knight 25 to 19\* +  
2 Queen 41 to 9 +  
3 Rook 57 to 9\* +  
4 Pawn 37 to 29 +  
5 Pawn 51 to 35 ⊕

1 King 2 to 11  
2 Rook 1 to 9 \*  
3 King 11 to 20  
4 King 20 to 28

## WHITE.

(45.)

## BLACK.

King 63, Rook 52, Bishop 25,  
Knights 28 and 38, Pawns 34,  
35, and 47.

1 Knight 28 to 11 +  
2 Bishop 25 to 18 +  
3 Pawn 35 to 27 +  
4 Knight 38 to 21 +  
5 Rook 52 to 4 ⊕

King 1, Queen 46, Rooks 2 and  
42, Knight 30, Pawns 10, 19,  
and 39.

1 King 1 to 9  
2 King 9 to 18 \*  
3 King 18 to 11 \*  
4 King 11 to 3

## WHITE.

(46.)

## BLACK.

King 63, Queen 13, Rook 12,  
Bishop 41, Knight 42, Pawns  
33, 46, and 53.

1 Rook 12 to 4 +  
2 Queen 13 to 27 +  
3 Queen 27 to 18\* +  
4 Bishop 41 to 27 +  
5 Knight 42 to 25 ⊕

King 2, Queen 38, Rook 1,  
Knights 5 and 11, Pawns 10,  
17, 19, 31, and 45.

1 King 2 to 9  
2 Pawn 10 to 18  
3 King 9 to 18 \*  
4 King 18 to 10

**BLACK.**

11 The game is lost.

**BLACK.**

**BLACK.**

1. **Introduction**

### Conclusions

WHITE.

(50.)

BLACK.

King 20, Kt. 1, Pawns 19 &amp; 39.

1 Pawn 19 to 11 +  
 2 Knight 1 to 18 +  
 3 King 20 to 21 \*  
 4 Pawn 11 to 3Q +  
 5 Queen 3 to 2 +  
 6 Queen 2 to 58 \*

King 4, Bp. 21, Pawns 43 &amp; 50.

1 King 4 to 3  
 2 King 3 to 10  
 3 Pawn 50 to 58 Q  
 4 King 10 to 18 \*  
 5 King 18 to 17  
 6 The game is lost.

OR,

1 Pawn 19 to 11 +  
 2 Knight 1 to 18 +  
 3 King 20 to 21 \*  
 4 Knight 18 to 28 +  
 5 Knight 28 to 43 \*  
 6 Knight 43 to 33 +  
 7 Knight 33 to 50 \*  
 8 Pawn 39 to 31

1 King 4 to 3  
 2 King 3 to 10  
 3 King 10 to 11 \*  
 4 King 11 to 19  
 5 King 19 to 27  
 6 King 27 to 36  
 7 King 36 to 37  
 8 The game is lost.

WHITE.

(51.)

BLACK.

King 58, Queen 43, Rooks 60 and 64, Knight 22, Pawns 29, 32, 49, and 50.

1 Pawn 32 to 24 +  
 2 Rook 64 to 24 \*  
 3 Rook 24 to 16 +  
 4 Rook 60 to 4 +  
 5 Rook 4 to 5 ⊕

King 15, Queen 27, Rooks 8 and 10, Knight 35, Pawns 14, 17, 21, 23, and 34.

1 Rook 8 to 24 \*  
 2 Pawn 34 to 43 \*  
 3 King 15 to 6  
 4 King 6 to 13

OR,

1 Pawn 32 to 24 +  
 2 Rook 60 to 4 +  
 3 Rook 4 to 8 \*  
 4 Queen 43 to 35 \*  
 5 Queen 35 to 3  
 6 Rook 8 to 5 ⊕

1 King 15 to 6  
 2 King 6 to 13  
 3 Queen 27 to 19  
 4 Queen 19 to 33  
 5 Any where.

WHITE.		(52.)	BLACK.	
King 7, Bp. 38, Pawns 15 & 19.			King 3, Rook 40.	
1 Bishop	38 to 29		1 Rook	40 to 64
2 Pawn	19 to 11		2 Rook	64 to 62
3 King	7 to 16		3 Rook	62 to 64 +
4 King	16 to 23		4 Rook	64 to 63 +
5 King	23 to 14		5 Rook	63 to 62 +
6 King	14 to 7		6 Rook	62 to 64
7 Bishop	29 to 38		7 Rook	64 to 40
8 Bishop	38 to 31		8 Rook	40 to 39
9 Bishop	31 to 4		9 Rook	39 to 63
10 King	7 to 16		10 Rook	63 to 64 +
11 King	16 to 23		11 Rook	64 to 63 +
12 Bishop	4 to 31		12 King	3 to 11 *
13 Pawn	15 to 7 Q		13	The game is lost.

WHITE.		(53.)	BLACK.	
King 55, Queen 45, Rooks 24 and 62, Knight 40, Pawns 26 and 47.			King 7, Queen 28, Rook 6 and 9, Bishop 27, Pawns 18, 23, and 37.	
1 Rook	24 to 8 +		1 King	7 to 8 *
2 Queen	45 to 24 +		2 Rook	9 to 16
3 Rook	62 to 6* +		3 Bishop	27 to 6 *
4 Queen	24 to 6* +		4 Queen	28 to 7
5 Knight	40 to 23* ⊕			

WHITE.		(54.)	BLACK.	
King 32, Rooks 11 and 62, Bishop 59, Pawn 24.			King 7, Queen 29, Bishop 31, Knight 48, Pawns 38 and 42.	
1 Pawn	24 to 16 +		1 King	7 to 8
2 Bishop	59 to 50		2 Queen	29 to 50 *
3 Rook	62 to 61		3	Any where.
4 Rook	61 to 5 ⊕			

OR,

1 Pawn	24 to 16 +	1 King	7 to 6
2 Rook	62 to 61	2 Queen	29 to 61 *
3 Pawn	16 to 8Q ⊕		

WHITE.	(55.)	BLACK.
King 62, Rooks 13 and 60, Knts. 29 and 34, Pawns 26, 47, and 54.		King 2, Rooks 7 and 48, Bishop 24, Knight 53, Pawns 11, 18, 39, and 46.
1 Knight 34 to 19 +		1 King 2 to 10
2 Rook 13 to 11* +		2 King 10 to 11 *
3 Rook 60 to 12 +		3 King 11 to 3
4 Knight 19 to 13 +		4 King 3 to 2
5 Knight 29 to 19 +		5 King 2 to 1
6 Rook 12 to 9 ⊕		

WHITE.	(56.)	BLACK.
King 62, Rook 11, Knights 27 and 34, Pawn 19.		King 2, Rook 8, Knights 3 and 20, Pawns 9, 46, and 47.
1 Rook 11 to 10 +		1 Knight 20 to 10 *
2 Knight 34 to 17 +		2 King 2 to 1
3 Pawn 19 to 10* ⊕		

OR,

1 Rook 11 to 10 +	1 King 2 to 1
2 Rook 10 to 2 +	2 King 1 to 2 *
3 Knight 34 to 17 +	3 King 2 to 1
4 Knight 17 to 11 +	4 King 1 to 2
5 Knight 27 to 17 ⊕	

WHITE.	(57.)	BLACK.
King 63, Queen 19, Rook 59, Bishop 51, Knight 29, Pawns 34, 47, 49, 50, and 54.		King 2, Queen 48, Rook 5, Bishop 10, Knight 3, Pawns 18, 21, 25, 31, and 38.
1 Knight 29 to 12 +		1 King 2 to 9
2 Queen 19 to 10* +		2 King 9 to 10 *
3 Bishop 51 to 37 +		3 King 10 to 17
4 Pawn 34 to 26 +		4 King 17 to 26 *
5 Bishop 37 to 44 +		5 King 26 to 34
6 Rook 59 to 35 +		6 King 34 to 26
7 Pawn 49 to 33 +		7 King 26 to 17
8 Rook 35 to 11 +		8 Pawn 18 to 26
9 Bishop 44 to 26* ⊕		



(58.)		BLACK.
WHITE.		
King 63, Rook 59, Bishop 45, Knight 36, Pawns 11, 25, and 54.		King 9, Rooks 8 and 48, Bishop 39, Pawns 10, 17, 46, and 53.
1 Knight 36 to 30 +		1 Pawn 10 to 18
2 Pawn 25 to 18* +		2 King 9 to 1
3 Pawn 11 to 3Q +		3 Rook 8 to 3 *
4 Rook 59 to 3* +		4 King 1 to 10
5 Knight 30 to 20 ⊕		
OR,		
1 Knight 36 to 30 +		1 Pawn 10 to 18
2 Pawn 25 to 18* +		2 King 9 to 10
3 Knight 30 to 20 +		3 King 10 to 1
4 Pawn 18 to 10 ⊕		

(59.)		BLACK.
WHITE.		
King 62, Rooks 12 and 26, Knt. 34, Pawns 17, 38, and 45.		King 1, Rooks 8 and 53, Bishop 46, Pawns 9, 37, and 42.
1 Rook 26 to 32		1 Bishop 46 to 32 *
2 Knight 34 to 19		2 Bishop 32 to 46
3 Rook 12 to 9* ⊕		
OR,		
1 Rook 26 to 32		1 Rook 8 to 3
2 Knight 34 to 19		2 Rook 3 to 19 *
3 Rook 32 to 8 +		3 Rook 19 to 3
4 Rook 8 to 3* ⊕		

(60.)		BLACK.
WHITE.		
King 25, Rook 59, Pawns 17 and 18.		King 1, Rook 6, Pawns 39 and 48.
1 Rook 59 to 3 +		1 Rook 6 to 3 *
2 Pawn 18 to 10 +		2 King 1 to 2
3 King 25 to 18		3 Rook 3 to 19 +
4 King 18 to 19 *		4 Pawn 48 to 56
5 King 19 to 18		5 Pawn 56 to 64 Q
6 Pawn 17 to 9 ⊕		

WHITE.		(61.)	BLACK.	
King 61, Rooks 9 and 62, Knight 21; Pawn 23.			King 8, Rooks 49 and 55, Knights 7 and 22, Pawn 42.	
1 Rook	62 to 64	+	1 Rook	55 to 56
2 Rook	9 to 16	+	2 Rook	56 to 16 *
3 Pawn	23 to 15	⊕		

WHITE.		(62.)	BLACK.	
King 63, Queen 28, Rooks 23 and 57, Knight 45, Pawns 42, 47, 51, and 54.			King 26, Queen 48, Rooks 2 and 6, Bishop 10, Knight 36, Pawns 13, 17, 20, 27, and 34.	
1 Rook	57 to 25	+	1 King	26 to 25 *
2 Queen	28 to 27*	+	2 Pawn	20 to 27 *
3 Knight	45 to 35	+	3 King	25 to 26
4 Rook	23 to 18	⊕		
OR,				
1 Rook	57 to 25	+	1 King	26 to 18
2 Queen	28 to 27*	⊕		

WHITE.		(63.)	BLACK.	
King 62, Rooks 13 and 57, Bishop 43, Knight 11, Pawns 27, 34, 38, 44, and 47.			King 10, Rooks 3 and 55, Bishop 46, Knight 30, Pawns 14, 19, 26, 32, and 39.	
1 Knight	11 to 26*	+	1 Knight	30 to 13 *
2 Rook	57 to 9	+	2 King	10 to 2
3 Bishop	43 to 29	+	3 Rook	3 to 11
4 Bishop	29 to 11*	+	4 King	2 to 3
5 Rook	9 to 1	+	5 King	3 to 12
6 Rook	1 to 4	+	6 King	12 to 21
7 Rook	4 to 20	+	7 King	21 to 30
8 Knight	26 to 36	⊕		
OR,				
1 Knight	11 to 26*	+	1 Rook	3 to 11
2 Rook	57 to 9	+	2 King	10 to 2
3 Rook	13 to 5	+	3 Rook	11 to 3
4 Bishop	43 to 29	⊕		

WHITE.

(64.)

BLACK.

King 21, Rook 28, Bishop 16,  
Knight 30, Pawns 25 and 36.

1 Knight 30 to 13 +  
2 Rook 28 to 27 +  
3 Bishop 16 to 37 +  
4 Pawn 36 to 28 ⊕

King 19, Rook 39, Bps. 10 and 20,  
Kt. 43, Pawns 11, 26, and 53.

1 Bishop 20 to 13 \*  
2 Bishop 13 to 27 \*  
3 Knight 43 to 37 \*

WHITE.

(65.)

BLACK.

King 50, Rooks 13 and 31, Bi-  
shop 29, Knight 36, Pawns 33  
and 42.

1 Bishop 29 to 20 +  
2 Rook 13 to 10 +  
3 Knight 36 to 51 +  
4 Rook 31 to 26 ⊕

King 34, Rooks 24 and 63, Bi-  
shop 37, Knights 41 and 58,  
Pawns 45 and 54.

1 Rook 24 to 20 \*  
2 Bishop 37 to 10 \*  
3 Knight 41 to 51 \*

WHITE.

(66.)

BLACK.

King 60, Rooks 46 and 64, Bi-  
shop 55, Knight 29, Pawns 26,  
32, and 35.

1 Rook 46 to 6 +  
2 Knight 29 to 23 +  
3 Pawn 32 to 23\* +  
4 Bishop 55 to 28 ⊕

King 8, Rooks 49 and 51, Bishop  
27, Knight 36, Pawns 15, 16,  
and 18.

1 Bishop 27 to 6 \*  
2 Pawn 16 to 23 \*  
3 King 8 to 7

WHITE.

(67.)

BLACK.

King 63, Queen 38, Rook 61,  
Knight 26, Pawns 47 and 54.

1 Rook 61 to 5 +  
2 Rook 5 to 4\* +  
3 Knight 26 to 11 +  
4 Knight 11 to 17 + +  
5 Queen 38 to 2 +  
6 Knight 17 to 11 ⊕

King 1, Queen 48, Rook 12, Bi-  
shop 22, Knight 18, Pawns 9,  
10, 39, and 46.

1 Bishop 22 to 4  
2 Rook 12 to 4 \*  
3 King 1 to 2  
4 King 2 to 1  
5 Rook 4 to 2 \*

(68.)		WHITE.	BLACK.
		King 63, Queen 33, Rook 49, Knights 35 and 36, Pawns 26, 37, and 55.	King 4, Queen 48, Rook 7 and 23, Knight 11, Pawns 14, 20, 21, and 40.
1	Knight	36 to 19 +	1 King 4 to 5
2	Queen	33 to 1 +	2 Knight 11 to 1 *
3	Rook	49 to 1*+	3 King 5 to 12
4	Rook	1 to 9 +	4 King 12 to 5
5	Knight	35 to 20*+	5 King 5 to 6
6	Rook	9 to 14*⊕	

(69.)		WHITE.	BLACK.
		King 14, Rook 20, Bishop 61, Knight 21, Pawn 31.	King 16, Rooks 3 and 48, Bi- shop 9, Pawns 24 and 54.
1	Pawn	31 to 23 +	1 King 16 to 8
2	Pawn	23 to 15 +	2 King 8 to 16
3	Knight	21 to 6 +	3 Rook 3 to 6*+
4	Pawn	15 to 6*K+	4 King 16 to 8
5	Bishop	61 to 43 +	5 Rook 48 to 43 *
6	Rook	20 to 24*⊕	

(70.)		WHITE.	BLACK.
		King 21, Rook 45, Bishop 52, Pawn 30.	King 15, Rook 32, Knight 24, Pawn 22.
1	Rook	45 to 47 +	1 King 15 to 16
2	Bishop	52 to 24 *	2 Rook 32 to 24 *
3	King	21 to 14	3 King 16 to 8
4	Rook	47 to 7 +	4 King 8 to 16
5	Rook	7 to 23	5 Rook 24 to 23 *
6	Pawn	30 to 23*+	6 The game is lost.

OR,

1	Rook	45 to 47 +	1 King 15 to 6
2	Bishop	52 to 24*+	2 Rook 32 to 24 *
3	Rook	47 to 41	3 King 6 to 15
4	Rook	41 to 9 +	4 King 15 to 7
5	Rook	9 to 14	5 Any where.

If the Black Rook is moved, the Pawn 22 must be taken by the King; if the King is moved, by the Rook.

WHITE.	(71.)	BLACK.
King 56, Queen 49, Rook 14, Knights 26 and 36, Pawns 17, 34, 46, and 48.		King 2, Queen 29, Rook 7 and 8, Bishop 3, Pawns 11, 18, 38, and 45.
1 Pawn 17 to 9 +		1 King 2 to 1
2 Queen 49 to 28 +		2 Queen 29 to 28 *
3 Knight 26 to 11* +		3 King 1 to 9 *
4 Knight 11 to 28* +		4 King 9 to 17
5 Pawn 34 to 26 +		5 King 17 to 25
6 Rook 14 to 9 +		6 Bishop 3 to 17
7 Rook 9 to 17 ⊕		

WHITE.	(72.)	BLACK.
King 63, Queen 60, Rook 57, Bishop 62, Knight 20 and 30, Pawns 43, 46, 49, and 50.		King 19, Queen 32, Rook 16, Bi- shops 11 and 35, Knight 12, Pawns 9, 18, 22, 29, and 47.
1 Queen 60 to 28 +		1 King 19 to 28 *
2 Bishop 62 to 35* +		2 King 28 to 27
3 Pawn 50 to 34 +		3 King 27 to 19
4 Bishop 35 to 26 +		4 King 19 to 28
5 Rook 57 to 60 +		5 King 28 to 21
6 Bishop 26 to 35 ⊕		

OR,

1 Queen 60 to 28 +	1 Bishop 35 to 28 *
2 Bishop 62 to 26 +	2 King 19 to 27
3 Pawn 50 to 34 ⊕	

WHITE.	(73.)	BLACK.
King 63, Queen 39, Rook 64, Bi- shop 44, Knight 30, Pawns 47 and 54.		King 7, Queen 28, Rooks 6 and 9, Bishop 19, Pawns 15 and 22.
1 Knight 30 to 13 +		1 Rook 9 to 13 *
2 Bishop 44 to 16 +		2 King 7 to 14
3 Bishop 16 to 23 +		3 King 14 to 7
4 Rook 64 to 8 +		4 King 7 to 8 *
5 Queen 39 to 40 +		5 King 8 to
6 Queen 40 to 16 ⊕		

K

WHITE. (74.)		BLACK.	
King 63, Queen 23, Rook 61, Bishops 59 and 62, Knights 27 and 33, Pawns 35, 42, and 54.		King 2, Queen 40, Rooks 3 and 8, Bishop 6, Knights 34 and 47, Pawns 9, 10, 13, and 39.	
1 Bishop	59 to 38 +	1 King	2 to 1
2 Knight	33 to 18 +	2 Pawn	9 to 18 *
3 Rook	61 to 57 +	3 Knight	34 to 17
4 Rook	57 to 17* +	4 Pawn	10 to 17 *
5 Bishop	62 to 55 +	5 King	1 to 9
6 Queen	23 to 18* +	6 King	9 to 18 *
7 Knight	27 to 12 +	7 King	18 to 9
8 Bishop	38 to 45 ⊕		

WHITE. (75.)		BLACK.	
King 63, Rooks 53 and 57, Bishop 42, Knight 16, Pawns 35, 38, and 39.		King 14, Queen 10, Rooks 6 and 8, Pawns 15 and 22.	
1 Rook	57 to 9	1 Queen	10 to 9 *
2 Pawn	35 to 27 +	2 King	14 to 23
3 Pawn	38 to 30 +	3 King	23 to 16 *
4 Rook	53 to 56 ⊕		

WHITE. (76.)		BLACK.	
King 16, Knight 22, Pawns 23 and 31.		King 6, Bishop 44, Knight 29, Pawn 35.	
1 Knight	22 to 12 +	1 Knight	29 to 12 *
2 King	16 to 8	2 Knight	12 to 22
3 Pawn	23 to 15 +	3 King	6 to 14
4 Pawn	31 to 22 *	4 King	14 to 22 *
5 Pawn	15 to 7 Q	5	The game is lost.

WHITE. (77.)		BLACK.	
King 31, Rook 57, Pawns 15 and 22.		King 14, Bishop 27, Pawns 42 and 51.	
1 Pawn 15 to 7Q+		1 King 14 to 7 *	
2 King 31 to 23		2 Pawn 42 to 50.	
3 Rook 57 to 1 +		3 Bishop 27 to 6	
4 Pawn 22 to 14 +		4 King 7 to 8	
5 Rook 1 to 6* ⊕			

WHITE. (78.)		BLACK.	
King 63, Rooks 1 and 38, Knight 21, Pawns 48 and 55.		King 16, Rooks 48 and 52, Knight 45, Pawns 24, 28, 30, and 35.	
1 Rook 1 to 9 +		1 King 16 to 23	
2 Rook 9 to 15 +		2 King 23 to 32	
3 Rook 38 to 40 +		3 King 32 to 40 *	
4 Pawn 55 to 47 +		4 King 40 to 48 *	
5 Knight 21 to 38 ⊕			

WHITE. (79.)		BLACK.	
King 63, Queen 45, Rooks 43 and 62, Bishop 51, Knight 28, Pawns 26, 47, 54, and 56.		King 2, Queen 48, Rooks 3 and 24, Bishop 6, Knight 22, Pawns 9, 10, 13, 20, 39, and 46.	
1 Queen 45 to 9* +		1 King 2 to 9 *	
2 Rook 62 to 57 +		2 King 9 to 2	
3 Rook 57 to 1 +		3 King 2 to 1 *	
4 Rook 43 to 3* +		4 King 1 to 9	
5 Pawn 26 to 18 +		5 King 9 to 17	
6 Bishop 51 to 44 +		6 King 17 to 25	
7 Rook 3 to 1 ⊕			

WHITE.		(80.)	BLACK.	
King 52, Bishop 50, Pawn 10.			King 37, Knight 39, Pawns 40 and 55.	
1 Bishop	50 to 36		1 King	37 to 36 *
2 Pawn	10 to 2 Q		2 Pawn	55 to 63 Q
3 Queen	2 to 18 +		3 King	36 to 37
4 Queen	18 to 63 *		4	The game is lost.

WHITE.		(81.)	BLACK.	
King 63, Queen 29, Rook 62, Bishop 50, Knight 39, Pawns 26, 31, and 35.			King 16, Queen 48, Rooks 6 and 12, Bishop 10, Pawns 9, 18, 23, and 40.	
1 Queen	29 to 8 +		1 Rook	6 to 8 *
2 Knight	39 to 22 +		2 King	16 to 15
3 Knight	22 to 12* +		3 King	15 to 7
4 Rook	62 to 6 +		4 King	7 to 16
5 Rook	6 to 8* ⊕			

WHITE.		(82.)	BLACK.	
King 64, Queen 60, Rook 48, Bishops 13 and 26, Knight 38, Pawns 32, 33, 42, and 47.			King 7, Queen 54, Rooks 2 and 45, Knights 4 and 39, Pawns 11, 15, 16, 18, 25, and 30.	
1 Queen	60 to 4* +		1 Rook	2 to 4 *
2 Bishop	26 to 35 +		2 King	7 to 8
3 Knight	38 to 23 +		3 Pawn	16 to 23 *
4 Pawn	32 to 23* +		4 Knight	39 to 24
5 Rook	48 to 24* +		5 Pawn	15 to 24 *
6 Bishop	13 to 22 ⊕			

WHITE.		(83.)	BLACK.	
King 63, Queen 27, Rooks 53 and 60, Knights 29 and 31, Pawns 26, 33, 38, and 55.			King 5, Queen 32, Rooks 2 and 8, Bishop 12, Knights 18 and 22, Pawns 10, 11, 25, and 47.	
1 Queen	27 to 13 +		1 King	5 to 13 *
2 Knight	29 to 23 + +		2 King	13 to 4
3 Knight	31 to 14 +		3 King	4 to 3
4 Knight	23 to 13 ⊕			



WHITE.	(84.)	BLACK.
King 49, Queen 26, Rook 9, Knight 28, Pawn 50.		King 3, Queen 21, Rook 19, Bishops 31 and 37, Pawn 30.
1 Queen 26 to 10 +		1 King 3 to 4
2 Rook 9 to 1 +		2 Rook 19 to 3
3 Queen 10 to 11 +		3 King 4 to 5
4 Rook 1 to 3* +		4 Bishop 31 to 4
5 Rook 3 to 4* ⊕		

WHITE.	(85.)	BLACK.
King 18, Rooks 10 and 28, Bi- shop 49, Pawn 9.		King 1, Rooks 4 and 8, Knight 46, Pawns 47 and 56.
1 Rook 10 to 16		1 Rook 8 to 6
2 Rook 28 to 4* +		2 Rook 6 to 4 *
3 Bishop 49 to 28 +		3 Rook 4 to 28 *
4 Rook 16 to 8 +		4 Rook 28 to 4
5 Rook 8 to 4 ⊕		

WHITE.	(86.)	BLACK.
King 48, Rook 39, Bishop 29, Knight 4, Pawn 55.		King 32, Queen 61, Rook 59, Knight 30, Pawns 16 and 22.
1 Rook 39 to 31 +		1 King 32 to 31 *
2 Knight 4 to 14 +		2 King 31 to 32
3 Pawn 55 to 39 ⊕		

WHITE.	(87.)	BLACK.
King 22, Rook 57, Pawns 23 and 38.		King 5, Rook 64, Pawns 30 and 55.
1 Rook 57 to 63		1 Rook 64 to 63 *
2 Pawn 23 to 15		2 Rook 63 to 62
3 Pawn 15 to 7Q +		3 King 5 to 12
4 Queen 7 to 55 *		4 The game is lost.

WHITE.	(88.)	BLACK.
King 61, Rook 11, Bishop 17, Knight 28, Pawns 19, 47, and 54.		King 1, Rooks 2 and 32, Bishop 46, Pawns 9, 26, and 53.
1 Bishop 17 to 10 +		1 Rook 2 to 10 *
2 Rook 11 to 3 +		2 Rook 10 to 2
3 Knight 28 to 11 ⊕		

---

WHITE.	(89.)	BLACK.
King 24, Rook 46, Pawns 22, 23, and 32.		King 8, Rooks 7 and 55, Pawns 33 and 42.
1 Pawn 22 to 14		1 Rook 7 to 22* +
2 Pawn 32 to 23 *		2 Rook 55 to 56 +
3 King 24 to 31		3 Rook 56 to 55 +
4 King 31 to 30		4 King 8 to 15
5 King 30 to 37		5 Rook 55 to 53 +
6 King 37 to 44		6 King 15 to 23 *
7 Pawn 14 to 6 Q		7 Any where.
8 Queen 6 to 7 +		8 King 23 to 24
9 Rook 46 to 48 ⊕		

---

## PHILIDOR'S LEGACY.

WHITE.	(90.)	BLACK.
King 58, Queen 35, Knight 31, Pawns 49, 50, and 51.		King 8, Rooks 1 and 23, Pawns 15 and 16.
1 Knight 31 to 14 +		1 King 8 to 7
2 Knight 14 to 24 ++		2 King 7 to 8
3 Queen 35 to 7 +		3 Rook 1 to 7 *
4 Knight 24 to 14 ⊕		

## VARIETIES OF CHESS.

---

MANY alterations have been made in the game of Chess since its first invention, as well in the number of squares on the board, as in the quantities of Pieces and Pawns used, and variations in their moves. These alterations have been thought, by some, to increase the satisfaction of playing, adding intricacy to difficulty; but the game as it at present stands, seems to approach so nearly to perfection, that *that* alteration may be considered the worst which recedes farthest from it.

### CARRERA'S GAME.

Carrera invented two new Pieces, to be added to the eight original Chess-men; one to be placed between the King's Knight and Rook, which he called *Campione*, and allowed it the move of the Knight and the Rook; the other between the Queen's Knight and Rook, which he called *Centau*, and allowed it the move of the Bishop and the Knight. Two Pawns were also added; and the number of squares was increased to ten in breadth, making eighty in the whole.

### ARCH CHESS.

Another game was also invented, called Arch Chess; in which the board had a hundred squares, with the addition of two new Pieces and two Pawns on each side. One of the Pieces, called *Centurion*, was placed between the King and his Bishop; and had the privilege of moving like the Knight, and also in the same directions as the Bishop and Rook, for any two squares only (that is, into the next square but one to that on which it stands), but

not into either of the adjoining squares ; the other, called *Decurion*, was placed between the Queen and her Bishop, and moved and took in the same direction as the Bishop, but only one square at a time.

#### THE DUKE OF RUTLAND'S GAME.

The late Duke of Rutland invented a complicated game, in which the board was 14 squares in breadth, and 10 in height, making 140 in the whole, with 14 Pieces and 14 Pawns on each side. The Pieces on the King's side were, the King, a *Concubine*, two Bishops, one Knight, a *crowned Rook*, and a common Rook ; those on the Queen's side were, the Queen, two Bishops, two Knights, a *crowned Rook*, and a common Rook. The *Concubine* could move in the same directions as the Knight and the Rook, and the *crowned Rook* in those of the King and the Rook ; the Pawns could move forward either one, two, or three squares, the first time. In this game the Pawns were but of little use, and the extent of the board diminished the value of the Knights.

#### THE ROUND GAME.

Mr. Twiss, in his book on Chess, mentions a game played on a round Chess-board, which is divided into 64 parts by four concentric circles, having an empty space in the middle, and each of these circles divided into 16 parts. For describing the situations of the Pieces and Pawns, the board must be numbered, beginning with No. 1. on any of the squares in the innermost circle, and continuing to the right round that circle, which will include No. 1 to 16 ; No. 17 must then be placed on the second circle, in the square directly under No. 1, and so continued onward, No. 18 under 2, &c. No. 33 begins the third circle, under No. 17 ; and so on of the others.

The parts or divisions are alternately black and white; numbers 2 and 10 must be *white*, which will guide all the rest. The White Pieces and Pawns must then be placed as follows: King on 3, Queen 2, Bishops 18 and 19, Knights 34 and 35, Rooks 50 and 51, Pawns 1, 4, 17, 20, 33, 36, 49, and 51; and those of the Black, King on 10, Queen 11, Bishops 26 and 27, Knights 42 and 43, Rooks 58 and 59, Pawns 9, 12, 25, 28, 41, 44, 57, and 60. The moves of the Pieces and Pawns are the same as on the square board; but on playing, it will be found that the power of the Rook is doubled, having 16 squares to range in circularly, and 4 from the centre; whilst that of the Bishop is reduced.

#### CHATURAJE, OR THE FOUR KINGS.

A curious game to be played by four persons, is described by Sir William Jones, in the Asiatic Dissertations. It is called Chatúrrejê, or the Four Kings. The situations of the Pieces, and the methods of playing, are copied from an old Persian manuscript; but the description is so vague as to be scarcely intelligible; the editor has therefore endeavoured to form a game on the same plan, without strictly adhering to the original.

The Board consists of 64 squares; and each of the four players have a King, Queen, Knight, Bishop, and four Pawns, distinguished by the different colours of White, Black, Red, and Green. The situations of the Pieces and Pawns are as follow: WHITE; King 25, Queen 17, Knight 9, Bishop 1, Pawns 2, 10, 18, and 26. BLACK; King 40, Queen 48, Knight 56, Bishop 64, Pawns 39, 47, 55, and 63. RED; King 60, Queen 59, Knight 58, Bishop 57, Pawns 49, 50, 51, and 52. GREEN; King 5, Queen 6, Knight 7, Bishop 8, Pawns 13, 14, 15, and 16. The moves are the same as in the common game, except that the Bishop is restricted from moving *more* than four squares at a time. This game may be played by four

persons separately, or by partners; the Black and White playing against the Red and Green; and each party are called *allies*. In the former case, when any of the players can capture the King of *either* of his adversaries, the Pieces and Pawns which remain of that colour are immediately taken off: the player who preserves his king longest on the board wins the game. In the latter case, the allies act in concert, and do not take each other's Pieces or Pawns; and although the King belonging to either of the partners is captured, the game is still continued with the remaining Pieces and Pawns: whenever the two Kings of the allies are captured, the game is won. Upon either of the Pawns reaching the opposite extremity of the board to its first station, it can be exchanged for any Piece previously lost (except the King) as at Chess; but in playing partners, it can be exchanged for any Piece of its own colour, or that of the ally. In this game, the Kings are not allowed the privilege of *Castling*.

#### GERMAN MILITARY GAME.

For the purpose of giving Chess a more military aspect, a German some years since invented a game, the board of which consisted of 121 squares, 11 each way. The Pieces on each side were, a *King*, two *Guards* (having the move of the Queen), two *Cuirassiers* (having the move of the Knight), two *Dragoons* and two *Hussars* (having the move of the Bishop), five *Cannons* (having the move of the Rook), and eleven *Fusileers* (having the move of the Pawn)—with the restriction of not being exchanged for any of the Pieces when they reach the royal line; instead of which, they are allowed to move to the right or left, to advance or retreat from Black to White, or from White to Black; they may likewise take backwards or forwards, but only obliquely, as in the common game. The method of placing the Pieces on the board

is as follows: in the first line, a *Cannon* is placed on the centre square, with a *Guard* on each side of it; the other squares in this line are left vacant. In the second line, the *King* is placed on the centre square, with a *Cannon* on each side of it; then a *Cuirassier* next each *Cannon*; a *Dragoon* next each *Cuirassier*: a *Hussar* next each *Dragoon*; and a *Cannon* at each extremity of the line, which fills it up: the *Fusileers* are all placed in the third line. Instead of having particular Pieces, as here described, this game can be played with those generally used; namely, a *King*, two *Queens*, five *Rooks*, four *Bishops*, two *Knights*, and eleven *Pawns* on each side; and will be found, by those who are proficient in the game of Chess, much more amusing than any of the preceding varieties.—The following will show the method of placing the Pieces and Pawns:

P	P	P	P	P	P	P	P	P	P	P	P	P
R	B	B	K	R	King	R	K	B	B	R		
				Q	R	Q						

THE KING AND PAWNS' GAME.

There is a curious game, in which the *King* and *Pawns* on one side are oppose to the *King*, *Pieces*, and *Pawns* on the other; in which the former is allowed two moves for every one of his adversary. The player of the *King* with the *Pawns* only is almost certain of winning the game; he being enabled to make one of his moves into check, and the other out of it; by which he can take his adversary's *Queen*, when it stands before his *King*, and then retreat: but he is not allowed to remain in check; neither can he be check-mated, unless his adversary has preserved his *Queen* and both his *Rooks*.

## GAMES OF CALCULATION.

Another amusing variety may be obtained, by two players agreeing to take a certain number of Pieces and Pawns, according to the valuations as stated in the Introduction (page 6). Suppose the amount fixed on to be 20, and the Pieces and Pawns chosen as under :

WHITE.		BLACK.	
King		King	
Queen	10	Rook	$5\frac{1}{2}$
2 Bishop	7	Bishop	$3\frac{1}{2}$
3 Pawns	3	2 Knights	6
		5 Pawns	5
	<hr/>		<hr/>
	20		20

The Pieces and Pawns must be placed on their respective situations; and the player of the White moves first, because by looking to the scale of powers in the Introduction, it will be seen that the value of the Queen, in decimals, is not quite 10, while that of the two Knights exceeds 6; which gives the Black the advantage of a minute fraction. If it should be agreed that any of the Pawns on either side should be advanced one or two squares more forward than their proper situation, their value must be increased; thus, a Pawn on its own line, is valued at 1; but the worth of advanced Pawns rises with their progress, in proportion as they are well supported, and either give shelter to their own superior Pieces, or command the field offensively, or can force a passage to promotion. If an advanced Pawn can be *stopped by an antagonist Pawn*,  $\frac{1}{2}$  may be enough to add to its original value for every square which it has passed: but *if the file be open, and the adjoining files free from adverse Pawns*, the incremental value, for every square in advance, will augment in a double or geometrical proportion, or as  $\frac{1}{4}$ ,  $\frac{1}{2}$ , 1, 2, 4; and if one player taking a balanced allotment of force for a commutation game, has not small Pieces to exchange for Pawns, that would else



Queen, it is not advisable for him, even for an *apparent equivalent*, on this higher estimate, to allow the adverse Pawns to stand in advance of their proper square previous to the commencement of play. The worth of a Pawn by position may be 13.

---

## CHINESE GAMES.

The first and most esteemed game amongst the Chinese is called *Ouay-ki*. It is a kind of war game, the object of which is to invest and conquer a country. They play with small stones, flat and circular, of two colours, commonly black and white, to the number of eighty of each colour, placed upon a paper Chess-board, the coloured compartments of which cross each other. This game is so difficult, that no person has been found who could play it with that perfection of which it is capable. It would be too tedious and difficult to detail all its rules; but they may be found in a book printed in China, which has been brought to Europe by the last Dutch embassy to that nation. This game requires more silence and attention than that of Chess, and is the favourite amusement of the learned, and men of the higher orders.

The second game is called *Tche-on-khie*. It is the real game of Chess, introduced among the Chinese four centuries since, by one of their generals, and is so common among them, that it is played at by the lowest of the people. They do not use figures of the same form as those made use of in Europe, but round Pawns, such as Europeans play at draughts with, upon each of which the name of the piece is engraved: neither do they play on a Chess-board of two colours, but upon simple paper, with lines drawn across it, in such a manner that they place the pieces on the angles where the lines cross each other.

Those who are acquainted with both these ways of playing, prefer that of the Chinese to the European man-

ner. The great conformity between the two ways of playing is truly astonishing, because the Chinese general could not be acquainted with the European manner.

---

A celebrated Chess-player at Lyons is said to have had such a complete knowledge of the game, that he would put a ring on one of his Pawns, and undertake not to mate the King but with that Pawn: or, he would put a ring on one of his adversary's Pawns, premising that he would force his adversary to mate him with that Pawn.

In the Levant, it is sometimes customary to place a ring on one of the Pieces, allowing it the privilege of not being liable to be taken, except when it actually attacks the enemy.

---

The Germans sometimes play at Chess, with two persons on each side; in which case they use two boards at the same time; each of the partners not only defends his own game, but joins his ally in more offensive operations.

---

Along with the preceding varieties of Chess, it may not be deemed irrelevant to notice a trick that may be played, of covering the sixty-four squares of the board by the Knight at as many moves; which, although it may appear simple at the first view, will be found very difficult to perform. The celebrated De Moivre has given the following directions for accomplishing it: Place the Knight on No. 8, and move it into the different squares in the following order:—23, 40, 55, 61, 51, 57, 42, 25, 10, 4, 14, 24, 39, 56, 62, 52, 58, 41, 26, 9, 3, 13, 7, 22, 32, 47, 64, 54, 60, 50, 33, 18, 1, 11, 5, 15, 21, 6, 16, 31, 48, 63, 53, 59, 49, 34, 17, 2, 12, 27, 44, 38, 28, 43, 37, 20, 35, 45, 30, 36, 19, 29, and 46.

CAÏSSA ;  
 OR,  
 THE GAME OF CHESS.

A POEM.

BY SIR W. JONES.

---

---

*With Illustrative and Explanatory Notes.*

---

---

OF armies on the chequer'd field array'd,  
 And guiltless War in pleasing form display'd ;  
 When two bold Kings contend with vain alarms,  
 In ivory this, and that in ebon arms,—  
 Sing, sportive maids, that haunt the sacred hill  
 Of Pindus, and the fam'd Pierian rill !  
 Thou, joy of all below and all above,  
 Mild Venus, Queen of Laughter, Queen of Love,  
 Leave thy bright island, where on many a rose  
 And many a pink thy blooming train repose.  
 Assist me, goddess ! since a lovely pair  
 Command my song, like thee, divinely fair.

Near yon cool stream, whose living waters play,  
 And rise translucent in the solar ray ;

Beneath the covert of a fragrant bow'r,  
Where Spring's soft influence purpled ev'ry flow'r,  
Two smiling nymphs reclin'd in calm retreat,  
And envying blossoms crowded round their seat.  
Here Delia was enthron'd, and by her side  
The sweet Sirena, both in beauty's pride.  
Thus shine two roses, fresh with early bloom,  
That from their native stalk dispense perfume ;  
Their leaves unfolding to the dawning day  
Gems of the glowing mead and eyes of May.

A band of youths and damsels sat around,  
Their flowing locks with braded myrtle bound :  
Agatis, in the graceful dance admir'd,  
And gentle Thyrsis, by the muse inspir'd ;  
With Sylvia, fairest of the mirthful train ;  
And Daphnis, doom'd to love, yet love in vain.  
Now, whilst a purer blush o'erspreads her cheeks,  
With soothing accents thus Sirena speaks :  
“ The meads and lawns are ting'd with beamy light,  
“ And wakeful larks begin their vocal flight ;  
“ Whilst on each bank the dew-drops sweetly smile,  
“ What sport, my Delia, shall the hours beguile ?  
“ Shall heav'nly notes, prolong'd with various art,  
“ Charm the fond ear and warm the rapt'rous heart ?  
“ At distance shall we view the sylvan chace ?  
“ Or catch with silken lines the finny race ?”

Then Delia thus ; ‘ Or rather, since we meet  
 ‘ By chance, assembled in this cool retreat,  
 ‘ In artful contest let our warlike train  
 ‘ Move well directed o’er the colour’d plain.  
 ‘ Daphnis, who taught us first, the play shall guide,  
 ‘ Explain its laws, and o’er the field preside :  
 ‘ No prize we need our ardour to inflame,—  
 ‘ We fight with pleasure if we fight for fame.’

The nymph consents ; the maids and youths prepare  
 To view the combat, and the sport to share ;  
 But Daphnis most approv’d the bold design,  
 Whom Love instructed and the tuneful Nine :  
 He rose, and on the cedar table plac’d  
 A polish’d board (a), with differing colours grac’d.  
 Squares eight times eight in equal order lie ;  
 These bright as snow, those dark with sable dye :  
 Like the broad target by the tortoise borne,  
 Or like the hide by spotted panthers worn.

---

(a) The Asiatic and African Chess-boards are of a single colour, divided into squares : and indeed the distinction of colours, though it facilitates the playing, is otherwise superfluous. Lewis the XIII. of France, had a Chess-board quilted with wool, with a point at the bottom of each Piece, to enable him to play when riding in a carriage. Don John of Austria, had a chamber, in which was a chequered pavement of black and white marble ; upon this, living men moved under his direction, according to the Laws of Chess. The Arabians play at Chess by marking out squares on the ground ; and using pebbles, of different sizes and colours, for the Pieces and Pawns.

Then from a chest, with harmless heroes stor'd,  
 O'er the smooth plain two well wrought hosts he pour'd.  
 The champions burn'd their rivals to assail,  
 Twice eight in black, twice eight in milk white mail;  
 In shape and station different, as in name;  
 Their motions various, nor their power the same.  
 Say, Muse (for Jove has nought from thee conceal'd)  
 Who form'd the legions on the level field?

High in the midst the rev'rend Kings (b) appear,  
 And o'er the rest their pearly sceptres rear;  
 One solemn step, majestically slow,  
 They gravely move, and shun the dang'rous foe;  
 If e'er they call, the watchful subjects spring,—  
 And die with rapture if they save their King!  
 On him the glory of the day depends;  
 He once imprison'd, all the conflict ends.  
 The Queens (c) exulting, near their consorts stand,  
 Each bears a deadly falchion in her hand.  
 Now here, now there they bound with furious pride,  
 And thin the trembling ranks from side to side;

(b) The KING appears to have been always so called, by every writer and in every country.

(c) The QUEEN was called by the French, and after them by the English, during the middle ages, *fierce*, *fierges*, *feers*, derived from the Persian word *Pherz* or *Phirzen*: a minister, vizier, counsellor, or general:—by the Russians and Poles it is sometimes called *The Old Woman*, or *Nurse*. In some of the eastern games the power of this Piece was very limited, being only allowed to move from square to square, and never to be farther than two from the King.

Swift as Camilla flying o'er the main,  
 Or lightly skimming o'er the dewy plain :  
 Fierce as they seem, some bold plebeian spear  
 May pierce their shield, or stop their full career !

The valiant guards, their minds on havoc bent,  
 Fill the next square and watch the royal tent :  
 Tho' weak their spears, tho' dwarfish be their height,  
 Compact they move, the bulwark of the fight (*d*).

To right and left the martial wings display  
 Their shining arms, and stand in close array.  
 Behold four archers (*e*), eager to advance,  
 Send the light reed, and rush with sidelong glance ;  
 Through angles ever they assault the foes,  
 True to the colour which at first they chose.  
 Then four bold Knights (*f*) for courage fam'd and speed,  
 Each Knight exalted on a prancing steed :

(*d*) The chief art in the tactics of Chess consists in the nice conduct of the Royal Pawns ; in supporting them against every attack ; and, if they are taken, in supplying their places with others equally supported ; a principle on which the success of the game in a great measure depends.

(*e*) The BISHOP was, by the old English writers, called *Alphyn*, *Aufyn*, and *Alfin* ; and by the old French romancers, *Aufin*, and sometimes *Fol*. Rabelais calls it the *Archer* ; the Germans *Lauffer*, the hound or runner ; the Spaniards *Alfin*, derived from the Arabic word *fil* or *phil*, the name of this Piece on the eastern Chess-board, which signifies an *elephant*.

(*f*) The KNIGHT has been always so called upon the European Chess-boards. It is probable, that it was represented, in the earliest ages, as a *Knight mounted on his Charger*. The natives of India frequently made it so in their large sets. Hence in modern

Their arching course no vulgar limit knows,  
 Transverse they leap, and aim insidious blows ;  
 Nor friends nor foes their rapid force restrain,  
 By one quick bound two changing squares they gain ;  
 From varying hues renew the fierce attack,  
 And rush from black to white, from white to black.  
 Four solemn elephants (*g*) the sides defend ;  
 Beneath the load of pond'rous tow'rs they bend :  
 In one unalter'd line they tempt the fight ;  
 Now crush the left, and now o'erwhelm the right.  
 Bright in the front the dauntless soldiers (*h*) raise  
 Their polish'd spears : their steely helmets blaze.  
 Prepar'd they stand, the daring foe to strike,  
 Direct their progress, but their wounds oblique.

times, it has been termed the *Horse*: and the figure of a horse's head is often used for the Piece.

(*g*) The Rook. The name of this Piece is to be deduced from the *Rat'h* of the old Hindoo game of Chess ; which was an *armed chariot*. This the Persians changed into *Rokh* ; which signifies a *valiant Hero seeking after Military Adventures*. The term *Castle* may have arisen from confounding the old French word *Roc* with *Rocca*, a fortress ; and the European form of the Piece may have been copied, in part, from the *Elephant and Castle* on his back. The English, French, Spaniards, and Italians have retained the *castle* only, the Danes, Germans, and Indians have adopted the *elephant* without the castle ; the Russians make it in the form of a *boat*.

(*h*) The PAWNS appear to have been always so called among ourselves ; which name is probably derived from *Pedones*, a barbarous Latin term for *foot soldiers*, which in this game, are represented by the Pawns. By the Italians they are now called *Pedone*, by the Spaniards *Peones*. The Russians and Poles make them also *foot soldiers*. The Germans, Danes, and Swedes have converted them into *Peasants*. In the Romance of the Rose they are called *Garçons*.



Now swell th' embattled troops with hostile rage,  
And clang their shields, impatient to engage;  
When Daphnis thus: a vary'd plain behold,  
Where Fairy Kings their mimic tents unfold,  
As Oberon and Mab, his wayward Queen,  
Lead forth their armies on the daisy'd green:  
No mortal hand the wondrous sport contriv'd,—  
By gods invented, and from gods deriv'd.  
From them the British nymphs receiv'd the game,  
And play each morn beneath the crystal Thame.  
Hear then the tale which they to Colin sung,  
As idling o'er the lucid wave he hung:—  
A lovely Dryad rang'd the Thracian wild,  
Her air enchanting and her aspect mild:  
To chase the bounding hart was all her joy,—  
Averse from Hymen and the Cyprian boy:  
O'er hills and valleys was her beauty fam'd,  
And fair *Caïssa* was the damsel nam'd.  
Mars saw the maid; with deep surprise he gaz'd,  
Admir'd her shape, and ev'ry gesture prais'd:  
His golden bow the child of Venus bent,  
And through his breast a piercing arrow sent,  
The reed was Hope, the feathers keen Desire,  
The point her eyes, the barbs ethereal fire.  
Soon to the nymph he pour'd his tender strain;  
The haughty Dryad scorn'd his am'rous pain.  
He told his woes where'er the maid he found,  
And still he press'd, yet still *Caïssa* frown'd;

But e'en her frowns (ah! what might smiles have done!)  
 Fir'd all his soul, and all his senses won!  
 He left his car, by raging tigers drawn,  
 And lonely wander'd o'er the dusky lawn:  
 Then lay desponding near a murmuring stream,  
 And fair *Caïssa* was his plaintive theme!  
 A Naiad heard him from her mossy bed,  
 And through the crystal rais'd her placid head,  
 Then mildly spake: "O thou whom love inspires,  
 " Thy tears will nourish, not allay thy fires!  
 " The smiling blossoms drink the pearly dew,  
 " And rip'ning fruit the feather'd race pursue;  
 " The scaly shoals devour the silken weeds,  
 " Love on our sighs and on our sorrow feeds.  
 " Then weep no more; but ere thou canst obtain  
 " Balm to thy wounds, and solace to thy pain,  
 " With gentle art thy martial look beguile;  
 " Be mild, and teach thy rugged brow to smile.—  
 " Canst thou no play, no soothing game devise,  
 " To make thee lovely in the damsel's eyes?  
 " So may thy prayers assuage the scornful dame,  
 " And e'en *Caïssa* own a mutual flame."

' Kind Nymph,' said Mars, ' thy counsel I approve;  
 ' Art, only art, her ruthless breast can move;—  
 ' But when? or how? thy dark discourse explain:  
 ' So may thy stream ne'er swell with gushing rain!  
 ' So may thy waves in one pure current flow,  
 ' And flowers eternal on thy border blow!'

To whom the maid replied with smiling mien ;  
 “ Above the palace of the Paphian queen  
 “ Love’s brother dwells,—a boy of graceful sort,  
 “ By gods nam’d Euphron, and by mortals Sport ;  
 “ Seek him ; to faithful ears unfold thy grief,  
 “ And hope, ere morn return, a sweet relief :  
 “ His temple hangs below the azure skies—  
 “ Seest thou yon argent cloud ? ’Tis there it lies.”  
 This said, she sunk beneath the liquid plain,  
 And sought the mansion of her blue-hair’d train.  
 Meantime the god, elate with heartfelt joy,  
 Had reach’d the temple of the sportful boy :  
 He told *Caïssa*’s charms, his kindled fire,  
 The naiad’s counsel, and his warm desire.—  
 ‘ Be swift,’ he added, ‘ give my passion aid ;  
 ‘ A god requests.’—He spake, and Sport obey’d :  
 He fram’d a tablet of celestial mold,  
 Inlaid with squares of silver and of gold ;  
 Then of two metals form’d the warlike band,  
 That here compact in show of battle stand ;  
 He taught the rules that guide the pensive game,  
 And call’d it *Cassa*, from the dryad’s name.  
 (Whence Albion’s sons, who most its praise confess,  
 Approv’d the play, and nam’d it thoughtful (i) *Chess*.)

---

(i) The Game of Chess has been immemorially known in Hindostan by the name of *Chaturanga*, or the Four Members of an Army; viz. elephants, horses, chariots, and foot soldiers. By a corruption of the pure *Sanskrit* word, it was changed by the old Persians into *Chatrang* ; but the Arabs, who soon after took pos-

The god, delighted, thank'd indulgent Sport;  
 Then grasp'd the board, and left his airy court.  
 With radiant feet he pierc'd the clouds; nor staid,  
 Till in the woods he saw the beauteous maid:  
 Tir'd with the chase, the damsel sat reclin'd,  
 Her girdle loose, her bosom unconfin'd.  
 He took the figure of a wanton fawn,  
 And stood before her on the flow'ry lawn;  
 Then show'd his tablet: pleas'd, the nymph survey'd  
 The lifeless troops, in glittering ranks display'd:  
 She ask'd the wily sylvan to explain  
 The various motions of the splendid train;  
 With eager heart she caught the winning lore,  
 And thought e'en Mars less hateful than before:—  
 "What spell," said she, "deceiv'd my careless mind?  
 "The god was fair, and I was most unkind."  
 She spoke, and saw the changing fawn assume  
 A milder aspect, and a fairer bloom;  
 His wreathing horns, that from his temples grew,  
 Flow'd down in curls of bright celestial hue;  
 The dappled hairs that veil'd his loveless face,  
 Blaz'd into beams, and show'd a heav'nly grace;

---

session of their country, having neither the initial nor the final letter of that word in their alphabet, farther altered it into *Shat-ranj*, or *the King's Distress*, which found its way into modern Persia, and, at length, into the dialects of India, where the true derivation of the name is known only to the learned: and thus has a very significant word in the sacred language of the Brahmins been transformed, by successive ages, into *Azedres*, *Scacchi*, *Echecs*, and *Chess*.

The shaggy hide that mantled o'er his breast  
Was soften'd to a smooth transparent vest,  
That through its folds his vig'rous bosom show'd,  
And nervous limbs, where youthful ardour glow'd.  
(Had Venus view'd him in those blooming charms,  
Not Vulcan's net had forc'd him from her arms) :  
With goat-like feet no more he mark'd the ground,  
But braided flow'rs his silken sandals bound.—  
The dryad blush'd : and, as he press'd her, smil'd,  
Whilst all his cares one tender glance beguil'd.

He ends : “ To arms ! ” the maids and striplings cry ;  
“ To arms ! ” the groves and sounding vales reply.  
Sirena led to war the swarthy crew,  
And Delia those that bore the lily's hue.—  
Who first, O Muse ! began the bold attack ;  
The white refulgent, or the mournful black ?  
Fair Delia first, as fav'ring lots ordain,  
Moves her pale legions tow'rd the sable train :  
From thought to thought her lively fancy flies,  
Whilst o'er the board she darts her sparkling eyes.

At length the warrior moves, with haughty strides,  
Who from the plain the snowy King divides ;  
With equal haste his swarthy rival bounds ;  
His quiver rattles, and his buckler sounds.—  
Ah, hapless youths ! with fatal warmth you burn ;  
Laws ever fix'd forbid you to return !

Then from the wing a short-liv'd Spearman flies,  
 Unsafely bold—and, see!—He dies—he dies!  
 The dark-brow'd hero, with one vengeful blow,  
 Of life and place deprives his iv'ry foe.  
 Now rush both armies o'er the burnish'd field,  
 Hurl the swift dart, and rend the bursting shield.  
 Here furious Knights on fiery coursers prance;  
 There Archers spring, and lofty tow'rs advance.—  
 But, see! the white rob'd Amazon beholds  
 Where the dark host its op'ning van unfolds:  
 Soon as her eye discerns the hostile maid,  
 By ebon shield and ebon helm betray'd,  
 Seven squares she passes, with majestic mien,  
 And stands, triumphant, o'er the fallen Queen:  
 Perplex'd, and-sorrowing at his Consort's fate,  
 The Monarch burn'd with rage, despair, and hate:  
 Swift from his zone th' avenging blade he drew;  
 And, mad with ire, the proud virago slew:  
 —Meanwhile, sweet smiling Delia's wary King  
 Retir'd from fight behind the circling wing (k).

Long time the war in equal balance hung,  
 Till, unforeseen, an iv'ry courser sprung:  
 And, wildly prancing, in an evil hour  
 Attack'd at once the Monarch and the tow'r (l).

---

(k) The White King Castles.

(l) A white Knight gives Check to the Black King and Rook.

Sirena blush'd ; for, as the rules requir'd,  
Her injur'd Sov'reign to his tent retir'd ;  
Whilst her lost *Castle* leaves his threat'ning height,  
And adds new glory to th' exulting Knight.

At this pale fear oppress'd the drooping maid,  
And on her cheek the rose began to fade ;  
A crystal tear, that stood prepar'd to fall,  
She wip'd in silence, and conceal'd from all ;  
—From all but Daphnis : he remark'd her pain,  
And saw the weakness of her ebon train ;  
Then gently spoke : “ Let me your loss supply,  
“ And either nobly win, or nobly die ;  
“ Me oft has fortune crown'd with fair success,  
“ And led to triumph in the fields of Chess.”  
He said : the willing nymph her place resign'd :  
And sat at distance, on the bank reclin'd :  
Thus when Minerva call'd her chief to arms,  
And Troy's high turrets shook with dire alarms,  
The Cyprian goddess, wounded, left the plain,  
And Mars engag'd a mightier force in vain.

Straight Daphnis leads his squadron to the field  
(To Delia's arms 'tis e'en a joy to yield) ;  
Each guileful snare and subtle art he tries,  
But finds his art less powerful than her eyes :  
Wisdom and strength superior charms obey ;  
And beauty, beauty wins the long fought day.

By this a hoary Chief, on slaughter bent,  
 Approach'd the gloomy King's unguarded tent (m),  
 Where late his Consort spread dismay around,  
 Now her dark corse lies bleeding on the ground.  
 Hail, happy youth ! thy glories not unsung  
 Shall live eternal on the Poet's tongue ;  
 For thou shalt soon receive a splendid change,  
 And o'er the plain with nobler fury range.  
 The swarthy leaders saw the storm impend,  
 And strove, in vain, their Sov'reign to defend :  
 Th' invader wav'd his silver lance in air,  
 And flew, like lightning, to the fatal square :  
 His limbs, dilated, in a moment grew (n)  
 To stately height, and widen'd to the view ;  
 More fierce his look, more lion-like his mien,  
 Sublime he mov'd, and seem'd a warrior Queen.

As when the sage, on some unfolding plant,  
 Has caught a wand'ring fly, or frugal ant,  
 His hand the microscopic frame applies,  
 And, lo ! a bright-hair'd monster meets his eyes ;  
 He sees new plumes in slender cases roll'd,  
 Here stain'd with azure, there bedropp'd with gold :

---

(m) A Pawn advancing towards the adversary's royal line.

(n) The Pawn, having reached the royal line, is exchanged for a Queen. The Indians, when their Pawn has attained the adversary's royal line, exchange it for the Piece whose station it reaches, provided such Piece has been previously lost ; otherwise, they endeavour to protect the Pawn until that is the case.



Thus on the alter'd Chief both armies gaze,  
 And both the Kings are fix'd with deep amaze.  
 The sword which arm'd the snow-white maid before,  
 He now assumes, and hurls the spear no more ;  
 Then springs, indignant, on the dark-rob'd band,  
 And Knight and Archers feel his deadly hand.  
 Now flies the Monarch of the sable shield,  
 His legions vanquish'd, o'er the lonely field :  
 So when the morn, by rosy coursers drawn,  
 With pearls and rubies sows the verdant lawn ;  
 Whilst each pale star from Heav'n's blue vault retires,  
 Still Venus gleams, and last of all expires ;  
 He hears, where'er he moves, the dreadful sound—  
*Check!* the deep vales, and *Check!* the woods rebound.  
 No place remains ; he sees the certain fate,  
 And yields his throne to ruin and *Checkmate* (o).

A brighter blush o'erspreads the damsel's cheeks,  
 And milder, thus the conquered stripling speaks :—  
 “ A double triumph, Delia, hast thou won,  
 “ By Mars protected, and by Venus' son ;  
 “ The first with conquest crowns thy matchless art,  
 “ The second points those eyes at Daphnis' heart.”

---

(o) CHECKMATE is derived from the Persian word *Shah-mat*, or, *the King is dead*. When playing with their Sovereign, the Orientals say only *Sha-hem!* or, *O my King!*—A certain King of Persia is said to have ordered, that when Checkmate was given, they should, instead of that expression, say *Nefsmat* ; or, *the Person is dead*.

She smil'd ; the nymphs and am'rous youths arise,  
And own that beauty gain'd the nobler prize.

Low in their chest the mimic troops were laid,  
And peaceful slept the sable Hero's shade (p).

---

(p) A parody on the last line of Pope's Translation of Homer's Iliad :—

“ And peaceful slept the mighty Hector's shade.”

## THE MORALS OF CHESS.

BY DR. FRANKLIN.

THE Game of Chess is not merely an idle amusement; several very valuable qualities of the mind, useful in the course of human life, are to be acquired and strengthened by it, so as to become habits ready on all occasions; for life is a kind of Chess, in which we have often points to gain, and competitors or adversaries to contend with, and in which there is a vast variety of good and ill events, that are, in some degree, the effect of prudence, or the want of it. By playing at Chess then, we may learn:

1st, Foresight, which looks a little into futurity, and considers the consequences that may attend an action; for it is continually occurring to the player, "If I move this Piece, what will be the advantage or disadvantage of my new situation? What use can my adversary make of it to annoy me? What other moves can I make to support it, and to defend myself from his attacks?"

2d, Circumspection, which surveys the whole Chess-board, or scene of action:—the relation of the several Pieces, and their situations; the dangers they are repeatedly exposed to; the several possibilities of their aiding each other; the probabilities that the adversary may make this or that move, and attack this or that Piece; and what different means can be used to avoid his stroke, or turn its consequences against him.

3d, Caution, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game; such as, if you touch a Piece, you must move it somewhere; if you set it down, you must let it stand.

Therefore, it would be the better way to observe these rules, as the game becomes thereby more the

image of human life, and particularly of war; in which if you have incautiously put yourself into a bad and dangerous position, you cannot obtain your enemy's leave to withdraw your troops, and place them more securely, but you must abide all the consequences of your rashness.

And, lastly, We learn by Chess the habit of not being discouraged by present bad appearances in the state of our affairs; the habit of hoping for a favourable chance, and that of persevering in the search of resources. The game is so full of events, there is such a variety of turns in it, the fortune of it is so subject to vicissitudes, and one so frequently, after contemplation, discovers the means of extricating one's self from a supposed insurmountable difficulty, that one is encouraged to continue the contest to the last, in hopes of victory from our skill; or, at least, from the negligence of our adversary: and whoever considers, what in Chess he often sees instances of, that success is apt to produce presumption and its consequent inattention, by which more is afterwards lost than was gained by the preceding advantage, while misfortunes produce more care and attention, by which the loss may be recovered, will learn not to be too much discouraged by any present successes of his adversary, nor to despair of final good fortune upon every little check he receives in the pursuit of it.

That we may therefore, be induced more frequently to choose this beneficial amusement in preference to others, which are not attended with the same advantages, every circumstance that may increase the pleasure of it should be regarded; and every action or word that is unfair, disrespectful, or that in any way may give uneasiness, should be avoided, as contrary to the immediate intention of both the parties, which is, to pass the time agreeably.

1st, Therefore, if it is agreed to play according to the strict rules, then those rules are to be strictly ob-

served by both parties; and should not be insisted upon for one side, while deviated from by the other: for this is not equitable.

2d, If it is agreed not to observe the rules exactly, but one party demands indulgences, he should then be as willing to allow them to the other.

3d, No false moves should ever be made to extricate yourself out of a difficulty, or to gain an advantage; for there can be no pleasure in playing with a man once detected in such unfair practice.

4th, If your adversary is long in playing, you ought not to hurry him, or express any uneasiness at his delay; not even by looking at your watch, or taking up a book to read: you should not sing, nor whistle, nor making a tapping with your feet on the floor, or with your fingers on the table, nor do any thing that may distract his attention; for all these things displease, and they do not prove your skill in playing, but your craftiness and your rudeness.

5th, You ought not to endeavour to amuse and deceive your adversary by pretending to have made bad moves; and saying you have now lost the game, in order to make him secure and careless, and inattentive to your schemes; for this is fraud and deceit, not skill in the Game of Chess.

6th, You must not, when you have gained a victory, use any triumphing or insulting expressions, nor show too much of the pleasure you feel; but endeavour to console your adversary, and make him less dissatisfied with himself by every kind and civil expression that may be used with truth; such as, you understand the game better than I, but you are a little inattentive, or you play too fast; or you had the best of the game, but something happened to divert your thoughts, and that turned it in my favour.

7th, If you are a spectator, while others play, observe the most perfect silence; for if you give advice, you offend both the parties: him against whom you give it,

because it may cause him to lose the game: him in whose favour you give it, because, though it be good, and he follow it, he loses the pleasure he might have had, if you had permitted him to think till it occurred to himself. Even after a move or moves, you must not, by replacing the Pieces, show how they might have been placed better; for that displeases, and might occasion disputes or doubts about their true situation.

All talking to the players lessens or diverts their attention; and is, therefore, displeasing; nor should you give the least hint to either party, by any kind of noise or motion: if you do, you are unworthy to be a spectator.

If you desire to exercise or show your judgment, do it in playing your own game, when you have an opportunity, not in criticising or meddling with, or counselling the play of others.

Lastly, If the game is not to be played rigorously, according to the rules before mentioned, then moderate your desire of victory over your adversary, and be pleased with one over yourself.

Snatch not eagerly at every advantage offered by his unskillfulness or inattention; but point out to him kindly, that by such a move he places or leaves a Piece *en prise* unsupported; that by another, he will put his King into a dangerous situation, &c.

By this general civility (so opposite to the unfairness before forbidden) you may happen indeed to lose the game; but you will win what is better, his esteem, his respect, and his affection: together with the silent approbation and the good-will of the spectators.

When a vanquished player is guilty of an untruth to cover his disgrace, as "I have not played so long,—his method of opening the game confused me,—the men were of an unusual size," &c. all such apologies (to call them no worse) must lower him in a wise person's eyes, both as a man and a Chess-player; and who will not suspect that he who shelters himself under such untruths

in trifling matters, is no very sturdy moralist in things of greater consequence, where his fame and honour are at stake? A man of proper pride would scorn to account for his being beaten by one of these excuses, even were it true; because they have all so much the appearance, at the moment, of being untrue.

---

### CHESS AND WHIST COMPARED.

BEING at the house of Mr. A. with some friends, after dinner we sat down to a party of Whist. Just as we had begun to play, our landlord's nephew joined us, and immediately expressed his astonishment, that persons of our age and understanding could mispend their time in shuffling, dealing, throwing out, and picking up again, a parcel of children's prints; and according to the event of such a division, pay or receive each other's money.

We thanked him for his favourable opinion of our understanding; but his uncle asked him, Where he had learnt such politeness as to praise people for their good sense, and, at the same time insinuate, that he took them for fools? "Now," continued he, "were I to tell you, I am astonished that you can sit a whole evening, with your brain on the rack, only to move little images from place to place, on a square board; not in hopes of any pecuniary advantage, but from a desire of being thought more subtle than your antagonist; would it not be the same thing as if I told you, that I considered Chess-players as fools? and you, who own you would neglect your meals in pursuit of this game, as one of the greatest?"

"I don't know," replied the nephew, "how you can compare Cards with Chess: as at Cards, many silly women and children are frequently winners; whereas, to

play at Chess, requires a mathematical genius : and the victory is to be ascribed solely to one's own skill, and by no means to blind Chance. I even doubt, whether playing well at Chess is not a step towards being a good General. At any rate, it is esteemed so noble a game, as to be the object of glory rather than of gain." His uncle replied, "It may be so ; but what have you to say in excuse for yourself, when you play with Mr. L. who gives you the Queen and a Knight? Many women, and even boys, are to be met with who apparently show as much judgment in the conduct of their game as the wisest man. The mathematical genius which you require, I esteem as nothing ; because I am acquainted with many who know not even the meaning of the word *Mathematics* ; and who, notwithstanding, conquer many mathematicians. He who possesses a good *memoria localis*, and who plays by routine, will always win the game of another, whose vivacity leads him from his original plan. You say, that in this your favourite game, the victory is to be ascribed solely to your superior penetration : you ought to have added to the mistakes of your antagonist, or to chance ; because between equal players, if they both play correctly, he who has the move will win the game ; and to determine who is to have the first move, it is customary either to take a Black Pawn in one hand, and a White one in the other, and let the antagonist, by guessing the colour, determine which hand is to play first ; or to twirl a Piece on the board, and the black or white square on which it rests, decides which colour is to have the precedence. I shall not attempt to investigate in what manner Chess can be a school in miniature of the art of war, as the folly of the comparison is evident ; for though you make your attacks, defend yourself, and endeavour to conquer your adversary, these manœuvres are all practised in so small a compass, and with so trifling a difference in the disposition of the Pieces, when compared with the evolutions of war, that there appears to be no other similitude than in the attack and defence ; and since in war, as in



every thing else, many events happen which make it necessary to act from appearances often deceitful, I may venture to affirm, that Cards enable us to form better notions of war than Chess can do; as in the latter, we must always regulate our play from positive evidence, and not according to reasonable presumption.

"Chess," continued he, "is frequently played at for money; and, indeed, the playing for money, or for nothing, can neither increase nor diminish the merit of any game.

"Cards and Backgammon are the inventions of intelligent persons, as well as Chess and Draughts: they say that the bow must not always be bent; and that it is better to be employed about trifles than to remain idle."

The old gentleman thus proceeded to harangue his nephew:—"You must remember, for it was very lately, that I came to your house one evening, and found you playing at Chess with Mr. B. You had won the first game, which had rendered you so insolent, that you treated him like a child who ought to go to school to take more lessons, before he attempted to play with such a master as yourself. But in the second game, your *crowing* and *puffing* were soon at an end; you *Castled* injudiciously; after which, in half a dozen moves, Mr. B. *Check-mated* you. Thus your pride had a fall; and though your antagonist was as even-tempered after his victory as he had been after his defeat, you was evidently vexed, grew peevish, lost the three following games, and then left off playing so very abruptly, that I was ashamed of your behaviour. You bore your discomfiture with so bad a grace, that at supper you was incapable of conversation; and, as I recollect, scolded the servant for having, as you thought, neglected to set the salt on the table, though it stood before your eyes.—Your sister told us, she dreaded to see you bring out your Chess-board: when you won, you would never leave off till the supper was either spoiled or cold; and when you lost, the Pieces were, indeed, soon put into the box again, but then there was an end of all

your good-temper and chat for that evening. These are the consequences of *that noble game, wherein the victory is to be ascribed solely to one's own skill, and by no means to blind chance.* And why? Because the loss is to be imputed merely to one's own ignorance or inadvertency; therefore, we rather prefer amusing ourselves with such games as may be called relaxation, and that do not require the brain to be so much on the stretch, as to be incapable of attending to any thing else. Besides, our self-love is not so much interested in winning or losing a little money by chance, as yours, which is elated with the idea of being more acute, or depressed with the disgrace of being more stupid than your adversary."

Here the young gentleman thus interrupted him:—"What! though at one time I may, perhaps, not see the game well, yet at another I may probably not be so dull; for I remember, that the day after, I won six games successively of Mr. B.

"Ha! ha!" replied the uncle, "then 'tis pity but you should have your nativity cast, in order to know your lucky and unlucky days.

"But, before we drop the subject, I have only to observe, that I do not despise Chess, but esteem it to be a good pastime, provided we do not make ourselves slaves to it. The proper time to play at Chess appears to me to be when the mind is too much elevated by the succession of lively pleasures, in order to compose it by that kind of study: and on the contrary, when the mind is, as it were, deadened by the long attention to any serious employment, I should prefer Cards, or any such light amusement, which will admit of laughing and talking. In a word, I only require, that no man should make his own diversion so much his *hobby-horse*, as to induce him to despise that of another."

## OBSERVATIONS ON CHESS,

FROM VARIOUS AUTHORS.

"CHESS is the only game, perhaps, which is played at for nothing, and yet warms the blood and brain as much as if the gamesters were contending for the deepest stakes. No person easily forgives himself who loses, though to a superior player. No person is ever known to flatter at this game, by underplaying himself. It is certain, this play is an exercise of the understanding: it is a contention who has the most solid brain: who can lay the deepest and wisest designs. It is, therefore, rarely known that a person of great vivacity and quickness, or one of very slow parts, is a master of this game."

---

"The game of Chess is to be learnt as certainly as Whist; only it requires more attention.—Many, I am sure, are deterred from it, by imagining, that it is only a game for Newton to play at with Euclid. By my advice, you will always continue to practise it. If we should meet when you are some years older, I will tell you the various reasons which I have for advising you to play at this game, in preference to any game that depends only on chance.—Remember, too, that after having been able to learn Chess, you must not complain of an inability to learn any thing else."

---

We will venture to assert, that after mathematics, logic, arithmetic, and perhaps one or two other sciences, we are not acquainted with any thing that more strengthens the mind than Chess. Were it possible to know that two men were of exactly equal powers, natural and acquired, in

every other respect but with regard to Chess; and if A. could play well at Chess, and B. could not, A. we should see (could we see such things) would check-mate B. in every profession, and every situation in life, where they were opposed. It is not a trifle to be accustomed to turn and twist one's mind to the shifting combinations of thirty-two men, with six different movements, on sixty-four squares.

---

The late Earl of Chatham, upon being complimented on one of his finest strokes in politics, is reported to have said, that "he deserved little praise; for his success arose only from having been Check-mated by discovery, the day before, at Chess." And in his speech in the House of Lords, on the 20th of January, 1775, relative to the affairs of America, he said,—“The hour of danger must arrive in all its horrors; and then these boastful ministers, spite of all their confidence, and all their manœuvres, shall be forced to hide their heads. They shall be forced to a disgraceful abandonment of their present measures and principles; principles which they avow, but cannot defend; measures which they presume to attempt, but cannot hope to effectuate. They cannot, my lords, they cannot stir a step;—they have not a *move* left:—they are *Check-mated*.”

---

The enthusiastic admiration of Chess-players for their game is easily accounted for by those who have felt its influence, and have known the uncommon hold it takes of the mind and its affections. Equal players labour with great earnestness; and a casual absence of mind alone determines the game. We have heard of a lady's suffering herself to be undressed, without perceiving it, while immersed in the mysterious movements of Queens, Bishops, and Knights.

Mr. Coxe, who was in Russia in 1772, says, "Chess is so common in Russia, that during our continuance at Moscow, I scarcely entered into any company where parties were not engaged in that diversion; and I very frequently observed, in my passage through the streets, the tradesmen and common people playing at it before the doors of their shops or houses. The Russians are esteemed great proficient in Chess. With them the Queen has, in addition to the other moves, that of the Knight, which, according to Philidor, spoils the game, but which certainly renders it more complicated and difficult, and of course more interesting. The Russians have also another method of playing at Chess; namely, with four persons at the same time, two against two; and for this purpose the board is larger than usual, contains more men, and is provided with a greater number of squares. I was informed that this method was more difficult, but far more agreeable than the former game."

## ANECDOTES RELATIVE TO CHESS AND CHESS-PLAYERS.

---

### TAMERLANE THE GREAT.

THE Game of Chess has been generally practised by the greatest warriors and generals; and some have even supposed that it was necessary for a military man to be well skilled in it. Tamerlane the Great was engaged in a game during the very time of the decisive battle with Bajazet, the Turkish emperor, who was defeated and taken prisoner.

### AL AMIN, THE KHALIF OF BAGDAD.

It is related of Al Amin, the Khalif of Bagdad, that he was engaged at Chess with his freedman Kuthar, at the time when Al Mamun's forces were carrying on the siege of that city with so much vigour, that it was on the point of being carried by assault. The Khalif, when warned of his danger, cried out "Let me alone, for I see Check-mate against Kuthar!"

### KING CHARLES I.

Was playing at Chess when news was brought of the final intention of the Scots to sell him to the English; but so little was he discomposed by this alarming intelligence, that he continued his game with the utmost composure; so that no person could have known that the letter he received had given him information of any thing remarkable.

## KING JOHN

Was engaged at Chess when the deputies from Rouen came to acquaint him that their city was besieged by Philip Augustus; but he would not hear them until he had finished his game.

## JOHN FREDERICK, ELECTOR OF SAXONY,

Having been taken prisoner by Charles V. was condemned to death. The decree was intimated to him while at Chess with Ernest of Brunswic, his fellow prisoner. After a short pause, and making some reflections on the irregularity and injustice of the emperor's proceedings, he turned to his antagonist, whom he challenged to finish the game. He played with his usual ingenuity and attention; and having beat Ernest, expressed all the satisfaction that is commonly felt on gaining such victories. He was not, however, put to death, but set at liberty after five years' confinement.

## MEHEMED BALBA.

In the chronicle of the Moorish kings of Granada, it is related that, in 1396, Mehemed Balba seized upon the crown, in prejudice of his elder brother; and passed his life in one continual round of disasters. His wars with Castile were invariably unsuccessful; and his death was occasioned by a poisoned vest. Finding his case desperate, he dispatched an officer to the fort of Solobreno, to put his brother Jusaf to death, lest that prince's adherents should form any obstacle to his son's succession. The alcaide found the prince playing at Chess with a priest. Jusaf begged hard for two hours' respite, which was denied him; at last, with great reluctance, the officer permitted him to finish the game; but before it was concluded, a messenger arrived, with the news of the

death of Mehemed, and the unanimous election of Jusaf to the crown.

FERRAND, COUNT OF FLANDERS,

Having been accustomed to amuse himself at Chess with his wife, and being constantly beaten by her, a mutual hatred took place; which came to such an height, that when the count was taken prisoner at Bovines, she suffered him to remain a long time in prison, though she could easily have procured his release.

THE DUKE DE NIVERNON.

When this accomplished *ci-devant* nobleman was ambassador to England, he was going to Lord Townshend's seat, at Rainham in Norfolk, on a private visit, *en dishabille*, and with only one servant, when he was obliged by a very heavy shower to stop at a farm-house in the way. The master of the house was a clergyman, who, to a poor curacy, added the care of a few scholars in the neighbourhood; which in all might make his living about eighty pounds a year; this was all he had to maintain a wife and six children. When the duke alighted, the clergyman, not knowing his rank, begged him to come in and dry himself; which the other accepted, by borrowing a pair of old worsted stockings and slippers, and warming himself by a good fire. After some conversation, the duke observed an old Chess-board hanging up; and, as he was passionately fond of that game, he asked the clergyman whether he could play. The latter told him, that he could play pretty tolerably; but found it difficult in that part of the country to get an antagonist. "I am your man," says the duke. 'With all my heart,' answers the clergyman; 'and if you will stay and take pot-luck, I will see if I cannot beat you.' The day continuing rainy, the duke accepted his offer; when his antagonist played so much better, that he won every game. This was so far from



fretting the duke, that he was pleased to meet a man who could give so much entertainment at his favourite game. He accordingly inquired into the state of his family affairs; and making a memorandum of his address, without discovering his title, thanked him, and departed.

Some months elapsed, and the clergyman never thought of the matter, when, one evening, a footman rode up to the door, and presented him with a note—"The Duke de Nivernois' compliments wait on the Rev. Mr. ———; and as a remembrance for the good drubbing he gave him at Chess, begs that he will accept the living of ———, worth 400l. per annum; and that he will wait upon his grace the duke of Newcastle on Friday next, to thank him for the same."

The good clergyman was some time before he could imagine it to be any more than a jest, and hesitated to obey the mandate; but as his wife insisted on his making a trial he went up to town, and, to his unspeakable satisfaction, found the contents of the note literally true.

#### MR. PHILIDOR.

Andre Danican Philidor was born at Dreux, near Paris, in 1726. His Grandfather was a hautboy-player at the court of Louis XIII. An Italian musician, named Philidor, was admired at that court for his performance on the same instrument; and, after his departure, the king gave Mr. Danican the *sobriquet*, or nick-name of Philidor; which has still remained in the family. His father and several of his brothers belonged to the band of Louis XIV. and XV.

At six years of age he was admitted among the children of the Chapel-Royal, at Versailles, where, being obliged to attend daily, he had an opportunity of learning Chess from the musicians in waiting, of whom there were about eighty. Cards not being allowed so near the chapel, they had a long table, with six Chess-boards inlaid.

At the age of eleven, a motet or psalm, with choruses,

of his composition, was performed; which pleased Louis XV. so much, that he gave the composer five louis: this encouraged the lad to compose four more. When he had attained his fourteenth year he left the chapel, and was then reputed the most skilful Chess-player in the band. This was in 1740, when several motets of his composition were performed at Paris, at the Concert Spirituel, which were favourably received by the public, as the production of a child, who was already a master and teacher of music.

At this time Chess was played at in almost every coffee-house in Paris; and he applied so closely to the game, that he neglected his scholars, and they consequently took another master. This induced him rather to pursue the study of Chess than of music. Mr. de Kermui, Sire de Legalle, who is still living, and was then near forty years of age, was esteemed the best Chess-player in France, and young Philidor sought every opportunity of receiving his instructions, by which he improved so essentially, that three years after, Mr. de Legalle, though still his master, was not able to allow him any advantage.

Mr. de Legalle once asked him, whether he had ever tried to play by memory, without seeing the board? Philidor replied, that as he had calculated moves, and even whole games, at night in bed, he thought he could do it; and immediately played a game with the Abbé Chenard, which he won, without seeing the board, and without hesitating upon any of the moves! This was a circumstance much spoken of in Paris, and, in consequence, he often repeated this method of playing.

Philidor then finding he could readily play a single game, offered to play two games at the same time, which he did at a coffee-house; and of this party the following account is given in the French Encyclopædia:

"We had at Paris a young man of eighteen, who played at the same time two games of Chess, without seeing the boards, beating two antagonists; to either of whom he, though a first-rate player, could only give the advan-

tage of a Knight when seeing the board. We shall add to this account a circumstance of which we were eye-witnesses. In the middle of one of his games, a false move was designedly made, which, after a great number of moves, he discovered, and placed the piece where it ought to have been at first. This young man is named Mr. Philidor, the son of a musician of repute; he himself is a great musician, and, perhaps, the best player of Polish draughts that ever was, or ever will be. This is among the most extraordinary examples of strength of memory and of imagination.\*

Forty years after this, he played two different times in London, three games at once.\*

In 1747, he visited England, where Sir Abraham Janssen introduced him to all the celebrated players of the time. Sir Abraham was not only the best Chess-player in England, but likewise the best player he ever met with, after his master, Mr. de Legalle; as the baronet was able to win one game in four of him *even*; and Mr. de Legalle, with whom Sir Abraham afterwards played in Paris, was of the same opinion with regard to his skill.

In 1748, Mr. Philidor returned to Holland, where he composed his Treatise on Chess. At Aix-la-Chapelle he was advised by Lord Sandwich to go to Eyndhoven, a village between Bois-le-Duc and Maestricht, where the English army was encamped. He had there the honour of playing with the late Duke of Cumberland, who subscribed liberally himself, and procured a great number of other subscribers, to his work on Chess, which was published in London in 1749.

In 1750 he frequented the house of the French ambassador, the Duke of Mirepoix, who gave a weekly dinner to the lovers of Chess; at which game he was himself very expert.

Philidor remained another year in London; and learning

---

\* See page 122.

that the King of Prussia was fond of Chess, he set off for Berlin, 1751. The King saw him play several times at Potsdam, but did not play with him himself: there was a Marquis de Verennes and a Jew, who played *even* with the king; and to each of these Philidor gave a Knight, and beat them.

The year following he left Berlin, staid eight months at the Prince of Waldeck's, at Arolsen, and three weeks at the court of the Landgrave of Hesse Cassel, and then returned to England, where he remained till 1775, when he returned to France. In that capital he composed operas, and other pieces; and in the year 1794, we find him again in London, at Mr. Parsloe's, in St. James's-street, where, on the 23d of February, he played two games blindfold at the same time, against Count Bruhl and Mr. Wilson: Mr. Philidor giving the advantage of the first move to both parties.

Mr. Bowdler moved the Pieces, agreeable to the direction of Mr. Philidor, against Count Bruhl; and Mr. Rameau moved for him against Mr. Wilson.

This match was strongly contested, and lasted an hour and thirty-five minutes. Mr. Philidor, though he never manifested a clearer head, nor a more tenacious memory, was obliged to yield to his adversaries, whom he had so often defeated before. The fact is, the odds were immense; and though this celebrated foreigner is the best player in the world, the other gentlemen having made a wonderful progress in their improvement, occasioned of course their success.

## MR. CUNNINGHAM,

The Critic and Editor of Horace, was the best player at Chess in Europe; he died in Scotland, in 1732, aged above eighty years.

In the latter part of his life, when he was but little seen in the higher circles, he dedicated himself entirely to study, learned society, and the game of Chess.

Dr. Stuart used often to play with him, at Lord Islay's, at the game of Chess; which he understood better than any man in England, in his time.

Mr. Cunningham was domesticated with Lord Sunderland and the Duke of Argyle; and was no less acceptable as an eminent player at Chess than as a critic and a man of general knowledge and information.

When Lord Sunderland was at the Hague, he contracted a particular intimacy with Mr. Cunningham, as they were both remarkable Chess-players. Whenever his Lordship was at leisure, he either drove to Cunningham's lodgings, which were at some distance, or sent his carriage for him. After playing for a course of time, Lord Sunderland discovered, that he who was jolted in the carriage before they set down, was always sure to lose every game; for which reason he gave over going to Cunningham's; but always sent for him, and always beat him, to his no small astonishment, as he was conscious that he understood the game as well as his adversary. At last, when he was very much out of humour, Lord Sunderland told him the trick; and Cunningham insisted, that they should drive to one another's lodgings alternately, which confirmed his Lordship's observation, and restored Cunningham to his former level; for, from that time, they won and lost alternately.

This fact (which appears not at all incredible, for the streets of the Hague were not, in the last century, so smooth as those of London are at present) proves how

nicely the capacities of Sunderland and Cunningham were balanced against each other.

While Mr. Cunningham resided at the Hague, a German Prince, hearing of his great skill in the Game of Chess, came to that city with a view of playing with him at that truly noble amusement. The Prince, whose name is not mentioned, informed Mr. Cunningham, by a note, of the purpose of his coming to the Hague. Mr. Ogilvie, laird of Cluny, a Scotch gentleman, in the Dutch service, who passed with many for little better than an ingenious madman, happened to be with Mr. Cunningham when he received the note; to whom he said, that he did not choose to risk his reputation for the knowledge of the game of Chess with a person whom he did not know; and wished that Cluny would go and play a game or two with the Prince, in the character of one of Mr. Cunningham's disciples. Cluny agreed to go; and Mr. Cunningham is said to have written to the Prince to this purpose; that although he had the honour of receiving his Highness's invitation to play a game at Chess with him, he could not accept of that honour, as business of a particular nature would not permit him at that time; but rather than his highness should be disappointed, he had sent one of his scholars to give him some entertainment that evening; and that, if his scholar should be beaten, he would do himself the honour of waiting on him (the Prince) next day; and would play him as many games as he should choose.—Cluny accordingly went; and beat the Prince every game they played. Early next morning the Prince left the Hague, sensible, that if he was shamefully defeated by the scholar, he had, if possible, still less chance of success with the master. It is a fact that may be depended on, that Mr. Cunningham and Cluny never played so much as a single game at Chess during their whole lives; and that Mr. Cunningham was esteemed a much better player than Cluny.

COLONEL STEWART

Used frequently to play at Chess with Lord Stair, who was very fond of the game; but an unexpected Check-mate used to put his Lordship into such a passion, that he was ready to throw a candlestick, or any thing else that was near him, at his adversary; for which reason the Colonel always took care to be on his feet, to fly to the farthest corner of the room when he said, "Check-mate, my Lord!"

LEONARDO, OF CUTRI.

During the pontificate of Gregory XIII. Leonardo was at Rome, studying the law; but he attended much more to the study of Chess: in which game he was so skilful, that, though very young, he conquered all the best players: and it was on account of his youth that he was generally known by the appellation of *il Puttino*, the Boy. It now happened that Ruy Lopez, an ecclesiastic of Zafra, a man of Letters, and at that time the first Chess-player in Europe, came to Rome to solicit the Pope for a benefice, which was then become vacant at the Court of Philip II. of Spain. This was about the year 1574.

Having heard of Leonardo's fame, he sought his acquaintance, played with him, and conquered him two following days; which vexed the young man so much, that he immediately went to Naples, where he remained two years studying and practising Chess. From thence he returned to his native place, Cutri, in Calabria; where he learnt that his brother had been taken by Corsairs, and chained to the oar. Leonardo set out to ransom him; and agreed with the Reis, or Captain of the galley, that he should be set at liberty for two hundred crowns. Leonardo having discovered that the Reis was a Chess-player, played with him, and won

his brother's ransom and two hundred crowns beside: with which he returned to Naples: from thence he sailed to Genoa, Marseilles, and Barcelona, playing with and conquering all he met: and then travelled to Madrid, where he soon revenged himself on Ruy Lopez, by beating him at Chess in the presence of Philip II. The King afterwards gave him a thousand crowns, and many jewels, furs, &c. Leonardo then went to Lisbon, where he beat a famous player, named *il Moro* (though not a black.) The King loaded him with presents, and gave him the title of Knight Errant. He returned to Madrid, from thence to Naples; and after re-visiting Cutri, he was poisoned by some envious person in the palace of Prince Bisignano, in Calabria; and died in the forty-sixth year of his age.

#### BOI, THE SYRACUSAN,

Was a very famous player at Chess; and very much considered in the court of Spain, under King Philip II. He received many fine presents from that Prince. Having had the misfortune to be taken by Corsairs, and to see himself reduced to slavery, he found means to make those Turkish and savage men tractable by his skill at Chess. They admired him for it, treated him civilly, and exacted no other ransom from him but the lessons he gave them for some months on that game.

#### PRINCE BATHIANI,

"A branch of one of the first families in Hungary," says a late writer, "seems to possess no ambition beyond a desire to analyze the whole composition of the game of Chess. Could Addison's ideas be followed up in the dissection of the brain of this man," he observes, "nothing would be found in it but the various models of all the various Pieces made use of in this game, from the Pawn



to the King. He sees, he hears, he thinks of nothing but Chess. It is the first thought of his waking hours, and the last of his nocturnal slumbers. I endeavoured, in vain, to detach him but for a moment from the precious continuity of his ideas, by introducing some observations upon the situation of his country. To these he made no reply; but pulling a small Chess-board out of his pocket, he assured me that he had it made in London, by one of the ablest artists of which Great Britain had to boast.

"About the year 1749 he travelled to Rome, for the purpose of learning the abilities of the Chess-players in that city. For three months he was most rigorously *incog*. He also lost considerable sums: but was by no means cured of the vain conceit of his own abilities. At best but a very middling player, he was continually intoxicated with the eulogiums heaped upon him by artful and designing men. Dining one day at the house of his banker, an Abbé being present, and proposing a party at Chess, it was accepted by the Prince with great pleasure. When the Abbé, after considerable success, perceiving that his want of attention had nearly been prejudicial to him, suddenly exclaimed, "What a fool am I! I have been nearly as conceited as Prince Bathiani!" The banker, who was a looker-on, felt an uncommon embarrassment. The Prince, however, without betraying any systoms of surprise, asked the Abbé, 'Why he said he was as conceited as Bathiani?' "Because," replied the other, "I have often heard that this German Prince is a terrible Chess-player; but that his vanity is so great, that he believes himself the first player in the world; while the proof of the contrary exists at Vienna, where he lost fifty thousand crowns." 'That is false,' replied the Prince: 'he lost no more than forty.' "Well," said the Abbé, "that is enough to prove him forty times a fool." It is scarcely necessary to add, that the party soon broke up; the Prince paid his loss, and went out abruptly. The Abbé's curiosity being awakened to know his partner, the banker, un-

able to resist his importunities, informed him that this was Prince Bathiani himself. "That," exclaimed the Abbé, "is impossible!" However, to be convinced, he followed the Prince's chariot towards the Palace d'Espagne; and being soon after completely satisfied, he had only to regret that he did not derive more advantage from the opportunity that had been afforded him.

Two Persians had engaged in such deep play, that the whole fortune of one of them was gained by his opponent. He who played the white was the ruined man; and, made desperate by his loss, offered his favourite wife as his last stake. The game was carried on until he would have been Check-mated by his adversary's next move. The Lady, who had observed the game from a window above, cried out to her husband, in a voice of despair, "*to sacrifice his castle, and save his wife.*"

*Situation of the game.*

WHITE.		BLACK.	
King 40,	Rook 49, Bishop 37,	King 2, Queen 15, Rooks 7 and	
	Pawns 18 and 19.	50.	
1 Rook	49 to 1 +	1 King	2 to 1 *
2 Pawn	19 to 11 ⊕		

*The following poetical Version of the above Story, is  
extracted from the Monthly Magazine.*

## CHESS.

## 1.

WHERE the steam of Solofrena  
Winds along the silent vale ;  
Where the palm-trees softly murmur,  
Waving to the gentle gale.

## 2.

By the myrtle-woven windows  
Of an old romantic seat  
Sat at Chess two noble Persians,  
Sheltered from the scorching heat.

## 3.

Here, with beating breast, Alcanzor  
View'd the deep eventful play,  
There, with black o'er-arching eye-brows,  
Sat the Caliph, Mehmed-Bey.

## 4.

But with wary eye the Persian  
Marks each passion of the heart ;  
And the gallant, brave Alcanzor  
Yields, a victim to his art.

## 5.

Soon his ancient store of treasures,  
Soon his wealth and wide domain,  
Soon the glories of his fathers,  
Fall,—the crafty Caliph's gain.

Now he maddens as the lion  
Raging through the desert grove ;  
Now with desp'rate oath he pledges  
Zaida's beauties, Zaida's love.

## 7.

Mehmed-Bey the offer seizes,  
Triumph glistens in his eyes ;  
Ah ! rash youth, that thou had'st never  
Dar'd to risk so fair a prize!

## 8.

For impending ruin threatens  
To devote thy hapless love :—  
But ! what piercing accents issue  
From the lattic'd height above ?

## 9.

'Tis the beauteous Zaida crying,  
Half distracted—" Oh ! my life,  
*To the foe concede thy castle,  
And from death preserve thy wife."*

*Historians have commemorated the following Sovereigns  
as Chess-players :*

Charlemagne.

Tamerlane.

Sebastian, King of Portugal.

Philip II. King of Spain.

The Emperor Charles V.

Catherine of Medicis, Queen of France.

Pope Leo X.

Henry IV. of France.

Queen Elizabeth.

Lewis XIII.

James I. King of England; who used to call this game  
a Philosophical Folly.

Lewis XIV.

William III.

Charles XII. King of Sweden.

Frederic, the late King of Prussia.

## THE FAMOUS GAME OF CHESSE-PLAY.

(*Copied from a scarce little Work on Chesse, by Jo. BARBIER.  
Printed in 1652.*)

ALL you that at the famous Game  
of Chesse desire to play,  
Come and peruse this little Booke,  
wherein is taught the way.

The hidden slights to understand  
that no man yet hath showne,  
Which other Authors speake not of,  
and still remain'd unknowne.

Even all things that concernes this game,  
and may thee excellent make  
Therein was cause that me did move  
this pains to undertake.

Wherefore peruse this little Toy  
as time shall thee permit:  
And thou hast little else to doe,  
than closely at it sit.

When thou with study deep hast toyl'd,  
and over-dull'd thy braine,  
Then use this game, which will refresh  
thy wits and it againe.

But scorne thou or at Cards or Dice  
the nights and days to spend;  
As many which by them obtaine,  
flat beggary in the end.

Besides the blasphemies and other oathes  
that losers often use;  
Which ugly vice might all men make  
both Cards and Dice refuse.

The order of the men in verse  
here also shall you finde,  
Thy knowledge better to increase,  
and satisfie thy minde.

First, for the Pawnes here understand,  
their march is right forth still,  
And whoso doth before them stand,  
they have no power to kill.

But as they march, whoso they finde,  
do in their colour stand,  
Such may they kill, or check aslope,  
to the right or left hand.

Not any in the reare of them  
they can once check or spoile,  
Forth must they march, and not retreat,  
but keep the Ranke or File,

Till by command they pointed are  
their King for to relieve,  
Then must they boldly unto warre,  
his foes to vex and grieve.

And coming at the last in place  
where Knights and Lords did dwell,  
Their King shall give to them like grace,  
because they serv'd him well.

Thus being Bishops, Knights, or Rookes,  
their Kings they'le better steed,  
The Kings may make of them a Queene,  
if they have any need.

Yet ere they can such honour have,  
all stormes they must abide,  
And do their best their Kings to save,  
what danger ere betide.

The Bishops that attend the Kings,  
aslope do use to fight,  
The one in black doth help the Kinge,  
the other in the white.

Their check in field extends as far  
as any of the rest,  
What colours they are placed in,  
there must they do their best.

The Bishop black, in black must march,  
and therein use his skill,  
For in the white he may not come,  
no man to hurt or kill.

The Bishop white, in white must serve,  
so long as he doth live ;  
To any which in black doth stand,  
he cannot one check give.

The Rooke in value is half a Queene,  
and half her draught hath he,  
Right forth and back, and from each side,  
he can give check for thee.

Through all the colours of the field  
in such wise may he check,  
And also when occasion serves,  
relieve the King with neck.

Like to a Horse-man doth the Knight  
assist the King alwayes,  
And over Ranke or File he leaps,  
his honour for to raise.

When he gives check unto the King,  
and is not for it slaine,  
The King must move out of his place,  
elsewhere for to remaine.



The Knights being forth, and comming in  
such houses as are white  
May help or harme eight waies them fro,  
during the time they fight.

Like all the men within the field,  
the Queen may aid the King,  
Yet like a Knight no aid at all  
she can unto him bring.

Through all the Houses of the field  
the Queene may take her pleasure,  
And use her power to helpe her King,  
still in a modest measure.

If in her march she proves severe,  
and taketh all she may,  
'Tis for the safeguard of the King  
that she makes clear the way.

For this she may not blamed be,  
that seekes her King to save,  
It is her glory for to strive  
her King in peace to have.

The King in Majesty doth march,  
one steppe at once he goes ;  
Further no time can he go forth,  
for feare of forraigne foes.

If the black King shall bring a man  
unto the white King's side,  
And then and there give him one guard,  
he may there still abide.

Without which helpe if he presume  
so near the King to stand,  
If need require, such one the King  
may kill with his owne hand.

None of the Kings can take a man  
that standeth on a guard,  
'Twere check at once if he did so,  
therefore he must he spar'd.

Thus may you learne, the Kings no time  
can into a check goe ;  
In places where no peril is,  
they may march to and fro.

Know you that this shall read or see,  
I wish nought for my paine :  
If it thee please, I have content,  
I seeke no other gaine.

THE END.

## WORKS PUBLISHED

BY

BALDWIN, CRADOCK, AND JOY,

---

**CHESSE RENDERED FAMILIAR BY TABULAR DEMONSTRATIONS** of the various Positions and Movements of the Game, as described in the Analytical Treatise by Philidor; with many critical Situations and Moves, and a familiar Introduction to the Game. By J. G. POHLMAN. In royal 8vo. With an Elegant Frontispiece. Price 17. 1s. boards.

**A COMPENDIOUS VIEW OF UNIVERSAL HISTORY AND LITERATURE**, in a Series of Tables; from the Fourth Edition of the German of G. G. Bredow, late Councillor of the Prussian Regency in Silesia, and Professor of History in the University of Breslau. To which is appended a Table of Painters, arranged in Schools and Ages, from the French Notes of Matthew Van Brée, Painter to His Royal Highness the Prince of Orange Nassau, and Professor in Chief of the Royal Academy of Arts at Antwerp. The whole translated, with considerable Additions (including a succinct view of the Transactions of the Europeans in India), and an entirely new Table comprising the History of Europe from the Year 1799, to the close of the Reign of George III. By Major JAMES BELL, East York Militia. In Royal Folio, Price 17. 10s. very strongly and handsomely half-bound.

\*.\* The Tables of Professor Bredow (serving either for reading or reference) have been selected for translation, as appearing to offer advantages of simplicity and efficiency above all other works of a similar description hitherto published in any language. They present a concise and connected view of the most important facts of Universal History, under the following comprehensive arrangement:—1. Each Table embraces a grand epoch of General History.—2. The nations co-existent within such epoch are placed in collateral columns.—3. The collateral columns severally exhibit a chronological chain of the principal events in every separate state; while, 4thly, The whole are transversely combined, by the contemporary events of the different columns being kept as nearly as possible in horizontal alignments: thus offering either a rapid glance (from side to side) at the History of all Nations at any one given period, or a distinct and uninterrupted survey (downwards) of the History of any one particular state.

**THE BRITISH PLUTARCH**, containing the Lives of the most eminent Divines, Patriots, Statesmen, Warriors, Philosophers, Poets, and Artists of Great Britain and Ireland, from the Accession of Henry VIII. to the present Time. A new Edition re arranged and enriched with several additional Lives. By the Rev. FRANCIS WRANGHAM, M. A. F. R. S. In 6 vols. 8vo. Price 37. 12s.

**ENGLAND DESCRIBED**; a concise Delineation of every County in England and Wales; with an Account of its most important Products; Notices of the Principal Seats, and a View of the Transactions, Civil and Military, &c. with a Map. By JOHN Aikin, M. D. Being an enlargement of the Work by that Author, entitled, "England Delineated." 8vo. Price 14s.

**A JOURNEY ROUND THE COAST OF KENT**; containing Remarks on the principal Objects worthy of Notice throughout the

whole of that interesting Border, and the contiguous District; including Penshurst and Tunbridge Wells, with Rye, Winchelsea, Hastings, and Battle in Sussex; being Original Notes made during a Summer Excursion. By L. FUSSELL, Esq. In 8vo. with a Map. Price 9s.

**ENGLISH SYNONYMES EXPLAINED**, in Alphabetical Order; with Copious Illustrations and Examples drawn from the best Writers. By GEORGE CRABE, of Magdalen Hall, Oxford. In 8vo. Price 1l. 1s. The Second Edition greatly enlarged and corrected.

**A FRENCH AND ENGLISH AND ENGLISH AND FRENCH DICTIONARY**. By M. DE LEVISAC, Author of the Practical Grammar of the French Language, &c. &c. thoroughly revised and improved; the two Parts carefully collated, with the indication of all the irregularities of the French Pronunciation. By C. GROS. In 12mo. The Second Edition. Price 10s. 6d. bound.

**USEFUL KNOWLEDGE**; or, a Familiar Account of the various Productions of Nature, Mineral, Vegetable, and Animal, which are chiefly employed for the Use of Man. Illustrated with numerous Figures, and intended as a Work both of Instruction and Reference. By the Rev. WILLIAM BINGLEY, A. M. Author of "Animal Biography." The Second Edition, with considerable Alterations and Additions, and a new Set of 16 Plates. In 3 vols. 12mo. Price 1l. 1s.

**ESSAYS ON THE INSTITUTIONS, GOVERNMENT, AND MANNERS OF THE STATE OF ANCIENT GREECE**. By HENRY DAVID HILL, D. D. Professor of Greek in the University of St. Andrew's. In 12mo. Price 7s. with a copious Index.

**ELEMENTS OF ASTRONOMY**; familiarly explaining the general Phenomena of the Heavenly Bodies and the Theory of the Tides: to which is subjoined, a complete Set of Questions for Examination. For the Use of Private Students as well as of Public Seminaries. Intended as a Companion to the "School Geography" of the same Author. By JOSEPH GUY, formerly Professor of Geography at the Royal Military College, Great Marlow. In royal 18mo. illustrated by 18 beautiful Plates. Price 5s. in red.

**FELIX ALVAREZ; OR, MANNERS IN SPAIN**; containing descriptive Accounts of the principal Events of the late Peninsular War, and Authentic Anecdotes illustrative of the Spanish Character, interspersed with Poetry, original, and from the Spanish. By ALEX. R. C. DALLAS, Esq. In 3 vols. 12mo. Price 18s.

**A TREATISE ON THE NATURE, ECONOMY, AND PRACTICAL MANAGEMENT OF BEES**. In which the various Systems of the British and Foreign Apiarians are examined, with the most improved Methods laid down for effectually preserving the Lives of the Bees. Containing also an accurate Description, illustrated by Plates, of the Hives invented by Lombard, Ducoedic, Huber, Vicat, L'Abbe della Rocca, and other Foreign Apiarians, and of a newly invented Hive for the Purpose of depriving the Bees of their Honey with Safety and Expedition. Forming the most complete Guide to the Study and Management of those valuable Insects. By ROBERT HUISS, Member of the Imperial Apiarian Society at Vienna, &c. With numerous Plates. In 8vo. the Second Edition. Price 10s. 6d.

5492  
41

